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## COMMODORE 64 GAMES

### QUINTIC WARRIOR

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Sinister Crabmen and  
Mangled Mutants.  
**Author: T. P. Watts.**

### RING OF POWER

Search thru' the kingdom  
for the mystical ring.  
Graphics/Text Adventure.  
Commodore 64.  
**Authors:**  
**Fred Preston &  
Bob McClement.**



### AQUAPLANE

Ski thru' Marine  
Maniacs but beware  
the deadly snapping  
Sharks.  
Commodore 64  
(Joystick or Keyboard).  
**Designer: John Hollis  
& Programmer  
Steve Hickman.**

### PURPLE TURTLES

Turtle bobbing with  
the cute Purpilus  
Turtliorum.  
Commodore 64  
(Joystick or Keyboard).  
**Authors: Mark &  
Richard Moore.**



## BBC PROGRAMES MINED-OUT

Save Bill, The Worm  
from Certain Death.  
BBC model B 32K.  
(1.0 + 1.2 operating  
systems only).  
**Authors: I. Andrew  
& I. Rowlings.**



### BEEB-ART

High Quality Art/  
Design program for  
versatile manipulation  
of the BBC's graphics  
ability.  
BBC model B 32K.  
**Author:**  
**Dave Mendes.**

### THE GENERATORS

Superb Character +  
Teletext Utility.  
BBC model B 32K.  
**By the author of  
Beeb-Art:**  
**David Mendes.**

## SPECTRUM GAMES VELNOR'S LAIR (Adventure)

Battle of Denizens of  
the Goblin Labyrinth  
and the Evil Wizard  
Velnor.  
Spectrum 48K.  
**By Derek Brewster  
of Neptune  
Computing.**



### SMUGGLERS COVE

You are caught in a  
fable full of horror and  
Black Beard's  
Treasure...  
Spectrum 48K.  
**Author:**  
**John Keneally.**

### TRAXX

Pilot your way thru'  
the Grid.  
Spectrum 48K  
**Designer:**  
**Jeff Minter.**



### 3D STRATEGY

A battle of Nerves and  
Wits. Faster than a  
speeding bullet!  
Spectrum 16K.  
**Author:**  
**Freddy Vachha.**

### BUGABOO (THE FLEA)

No fleas on This  
Program!!  
Itchy Action!!  
Spectrum 48K  
**Author: Indescomp.**



### SOFTSOLID 3D ANT ATTACK

Battle the ants in the  
walled city of  
Antescher.  
Spectrum 48K.  
**Authors:**  
**Sandy White**

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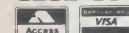
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## News & Reviews

### GAMES NEWS ..... 21

We bring you news of the sequel to Ultimate's now famous Jetpac, featuring the hero Jetman.

### ARCADE ACTION ..... 30

The shape of arcades to come? We look at new plans for an amusement centre for the future.

### VIDEO GAMING ..... 36

Our joystick jury has been in session again and has come up with verdicts on Atari's new Battle Zone, Coleco's version of Donkey Kong Junior, and the muttering Q\*Bert.

### REVIEWS ..... 149

Game of the Month this issue is an amazing graphic challenge for the Atari called Astrochase. We also put Multitron for the Vic, Starjammer for the Dragon, and Splat for the Spectrum to the test.

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Man-eating snakes make life difficult for Texas owners.

### MISSILE ATTACK ..... 108

The alien attack force is lurking high above the peaceful planet. Can you save the cities from destruction. Arcade action on the Atari.



## Prize guys

Big prizes are on offer this month! We've got a sophisticated Chess computer up for grabs in our new Adventure writing competition thanks to our friends at Contemporary Chess Computers. Turn to page 12 and get your thinking caps on. Plus a look at playing Chess on computer and a rundown of the machines that could turn you into a Grandmaster.

There are prizes to be won on our Puzzling pages this month too. Find out what, why and how on page 136.

We take a look into the future of video gaming. Cable games are the shape of things to come.

Then there's a look at the video game world championships held in Munich.

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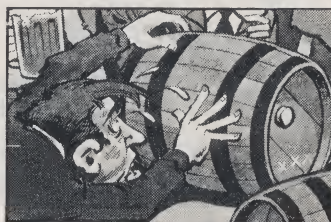
Hoots Mon! It's Haggis hunting time again. Except the Haggises are hunting you! Have a highland fling on your BBC.

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We'll come down on you like a ton of bricks if you don't enjoy this version of an arcade favourite. For neglected Apple owners.



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Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5EJ; Telephone Editorial 01-278 6556, Advertising 01-278 6552

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Cover illustration: Peter Harris Next issue: November 16th



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## RAMPACK, RAMTOP...

Dear Sir

I own a ZX81 with a 16k Rampack and I would like to know how to set the RAMtop on this machine. I have seen in several listings of programs the words, "Before running the program, set the RAMtop to 1k if you have a Rampack". Could you please help me?

David Hosking,  
Lower Hutt,  
New Zealand.

**Editor's Reply:** The first non-existent byte is stored in addresses 16388 and 16389. To set up a 1k system, type:  
POKE 16388, 0  
POKE 16389, 68

This should set the RAMtop to that of a 1k machine.

## UPGRADE UPDATE

Dear Sir,

I have an Atari 400 computer. At the moment I am thinking about upgrading it to 48k using a RAMcard. Please could you tell me where the best upgrade is available from. Also would a 48k Atari 400 be able to run the same things as a 48k Atari 800, for example disc drives etc?

Steven Hurst,  
Bolton,  
Lancs.

**Editors reply:** Calisto Computers of Manchester and Maplin offer 48k upgrades for the Atari 400 for around £100. Yes, it is possible to use the disc drive and other peripherals on the expanded Atari 400.

## RULES OF COPYRIGHT

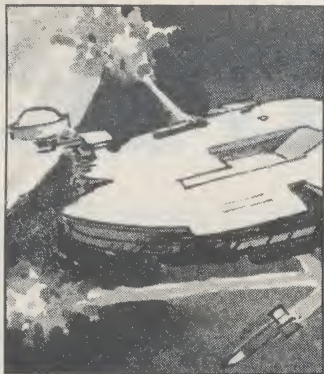
Dear Sir,

I am an amateur software

writer who has written a few games for the Vic-20 computer. I had hoped to have one of these sold, but I am unable to find any information on copyright laws in my local reference library, and I haven't found any information in any of the popular computer magazines. Please could you help me by telling me how I should go about copyrighting my program, and how to sell it.

P. Murphy  
Cowbridge  
S. Glamorgan

**Editor's reply:** Your best bet is to get in touch with the Computer Retailers Association, Mr. Murphy. They have just drawn up a statement on copyright and associated matters — too long to print in full here! The CRA's address is 1, Buckhurst Road, Bexhill on Sea, East Sussex.



## SECRETS OF THE ATARI

Dear Sir,  
Recently I purchased an Atari 400 computer and after reading through the books provided, I was somewhat put out that there were no instructions how to program moving items across the screen as in Space Invaders, Asteroids, Missile Command and the walking figures as in Berserk, and Robot Attack.

How do you program a missile to fire across or down

the screen? Preferably I would like these things in GR.5 or GR.7.

C. R. Underwood,  
Whitstable,  
Kent.

**Editors reply:** If you would like to know about player-missile graphics and other "secrets" about Atari computers, I would recommend reading "De-Re Atari" available at most dealers. The Assembler cartridge for the Atari is not sufficiently documented for the beginner, but there is "The Atari Assembler Book" which you could buy. To look at the Atari clock, try peeking the addresses 18, 19 and 20.

## COMMODORE QUESTIONS

Dear Sir,

Congratulations on the tremendous magazine. I am seriously thinking of buying the Commodore 64 and would like to ask a few questions. What is Basic 2 like? Is it easy to use? Does it have any drawbacks? Does any other micro use it? Can it use other languages, eg. Pilot?

Ewan Watson,  
Perthshire,  
Scotland.

**Editors reply:** In answer to your questions Ewan, Basic 2 is like Standard Commodore Basic, as on early PET's and the Vic-20. Yes, it is easy to use but its garbage collection is rather slow. The 64 can also run Comal, Pilot, Logo and Prolog.

## COMPUTING ON WHEELS!

Dear Sir,

I thought you might like to see a clipping out of a local paper which is distributed weekly in my area. It appeared in the

advertisements column, and made me laugh:

**SUZUKI ZX81 16K PLUS GAMES**  
including Flight Simulation, Mazogs and Chess, still boxed, cost £110, sell for £80

Steve Cattel,  
Cannock,  
Staffs.

**Editors reply:** Perhaps Uncle Clive is moving into motorcycles as well as futuristic cars! It made us laugh too...

## DON'T FADE AWAY...

Dear Sir,

I have recently splashed out on a Spectrum 48k computer, with which I am very pleased except for one minor problem. I have had the computer about two months now and the red characters on the keyboard are just starting to show signs of fading. At the moment it's not too serious but will this get any worse and if so what can be done about it? Is this a common fault?

Stephen Brown,  
Stroud,  
Glouc.

**Editors reply:** I'm afraid that this does happen quite frequently, Stephen, and so far we've not discovered a solution. Perhaps someone out there has a few ideas?

## SUPPORT THE DRAGON!

Dear Sir,

As a regular reader of your magazine. I am writing to appeal to the software companies to support the Dragon 32.

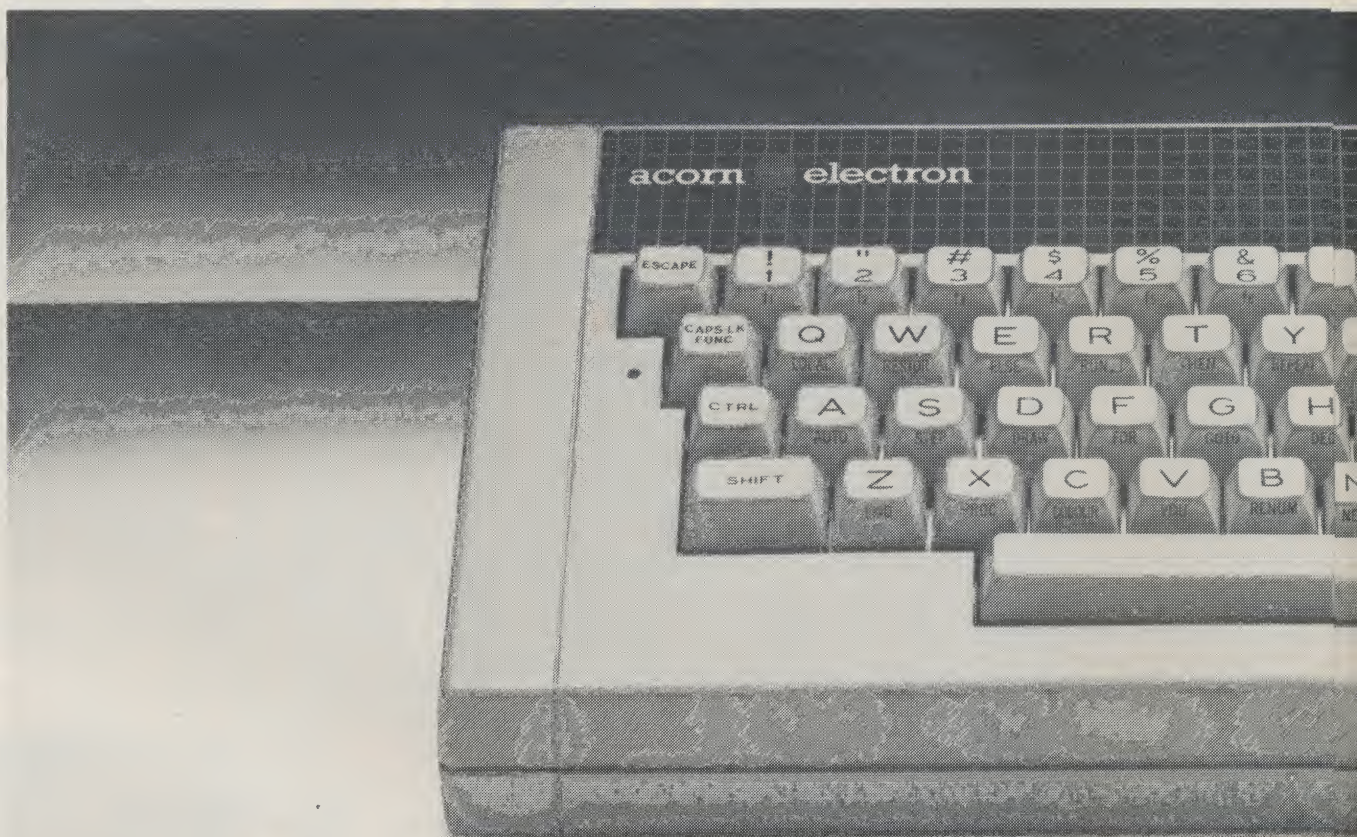
It's an all British computer, made in Britain.

I know it has its drawbacks but in the main it does a good job and is value for money.

Ron Ellis,  
Beckenham,  
Kent.







# Chances are, we your new Ac

If you're itching to get your fingers on this long-awaited computer, your best bet is to find a major branch of W. H. Smith, because we're the only major store that stocks it.

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across the the screen. It comes not only with a comprehensive user-guide, but also with a book that takes you through the principles of Basic programming, as well as a demonstration cassette containing fifteen programs.

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# MAILBAG



## ATOMIC QUESTIONS

Dear Sir,  
The games you print for the Acorn Atom are all excellent, please print more hi-res games.

I was wondering if you could tell me of any companies that make chips for extra commands. The BBC chip is good, but you cannot mix the two basics together. The chips should have commands such as READ, DATA, INKEY, PRINT AT/PRINT TAB, X,Y, Renumber and Sound facilities.  
*A. S. Randhawa  
Telford,  
Salop.*

**Editor's reply:** There are a number of utility ROMs available for the Atom. The latest I have seen advertised is by Watford Electronics. This has READ, DATA and a "BBC like" keyboard scanner routine. It also has many other facilities such as a Disassembler, fast tape interface, memory dump commands etc. Other similar ROMs are produced by Program Power and A & F Software.

## PRAISE FOR C-TECH. . .

Dear Sir,  
Re the C-Tech Krazy Kong controversy. Upon perusing your piece in September's C&VG I decided to take the company up on their offer of a replacement tape.

Investing in a few stamps I bunged the awful item into Her Majesty's Package Pulverizer (sometimes known as the Royal Mail) and awaited results. In less than a week a new tape popped through the letterbox, bounced off the mat and landed in the cassette player.

The game I received is called Rocket Raiders and is for either the 16 or 48k Spectrum. As I own a 48k Spectrum and all my software is of that ilk, this is my first 16k program.

The game is a cross between Defender and Scramble and after loading first time I found it very

playable and excellent to look at.

My thanks have already gone to C-Tech and I feel it important that someone should have a letter published (if others agree with me) to compliment the company on their fast efficient no quibble service. My faith in the M.C.P. of the Universe is restored.  
*John O'Neill,  
Livingstone,  
Scotland.*

## EXPANDING THE SHARP

Dear Sir,  
Being a proud owner of a Sharp MZ-80k, I have appreciated your superb magazine from issue one. Since receiving my computer, I have some questions about its expandability.

Why can't I define my own graphics on my machine but can on a Vic or Spectrum?

What are the advantages of an Assembler over machine code?

Can I link up any other printers of disc drives to my machine other than those issued by Sharp?

*Steve Gannon,  
Todmorden,  
Lancs.*

**Editor's reply:** You can't define your own graphics on the MZ-80k as it does not have user definable graphics. To get it you would have to buy the Quantum Hi-Res Graphics System.

It is easier to write and debug Assembler, and yes you can use other disc drives, but you have to buy interfaces.

## LOOKING FOR THE ROMS

Dear Sir,  
I own a 12k Acorn Atom and hope to get the BBC Basic ROM. If, once I get the chips and add memory to the Atom to give it 32k, will it be in effect a Model B in Atom casing? Will I be able to use the hi-res MODE 0 of the Beeb and use the sophisticated four-channel SOUND command?

Most important, will BBC software be loadable direct

from cassette without being slowed down to 300 bits-per-second? Would I (in BBC mode) be able to play games like Acornsoft's Snapper, Defender and Monsters and Program Power's Swoop etc? Or if the full graphics are unavailable, could I swap the Atom graphics chip for the BBC one?

*Gareth Randall,  
Hockley,  
Essex.*

**Editor's reply:** Unfortunately, the BBC board for the Atom is only a software upgrade. This means that while Basic is improved to the standard BBC Basic none of the hardware features of the BBC computer are available.

Therefore the Atom will still have a maximum resolution of  $256 \times 192$  in black and white. The SOUND command cannot be used on the Atom to produce the BBC type sound effects.

The cassette interface works at 300 baud, and the data format is slightly different to that of the BBC making transfer of programs between the BBC and Atom difficult.

Because of all the differences between the two systems, standard BBC software would not work on the Atom unless written in Basic.

Some of the BBC graphics system is controlled by the ULA chip which is not available commercially.

## STICKS FOR THE COLECO

Dear Sir  
On hearing your video gaming reviewer cry for "a decent joystick" for the Colecovision, may I please inform you that any Atari compatible joystick will work with the Coleco. Simply do the following:

Unplug Coleco controller from joystick port no. 1  
Plug in an Atari compatible joystick  
Make game selection using Coleco controller No. 2, (still plugged into joystick port 2).  
*David Cappin,  
Eastbourne,  
Sussex.*

## ANY PORT FOR ATOM!

Dear Sir,  
I am a regular and avid reader of C&VG and have been the owner of an Acorn Atom since Christmas 1981. Unfortunately the manual supplied is rather lacking in information to do with the ports B001 and B002. I would be obliged if you could tell me about a book which could give me more information about the aforementioned ports.

*R. D. Melville,  
Co. Down,  
N. Ireland.*

**Editor's reply:** One book I know of that contains details of the Atom ports is the Atom Magic Book by Timedata. This contains details of the ports at B000, B001 and B002. It also contains useful information on the VIA and various zero-page and ROM addresses useful for machine-code programming.

Basically, the ports at B000 to B002 are used by the keyboard, cassette I/O and controls the graphics mode. The circuit diagram should help with decoding the functions of each bit, since PA<sub>0</sub> to PA<sub>7</sub> are at B000, PB<sub>0</sub> to PB<sub>7</sub> are at B001 and PC<sub>0</sub> to PC<sub>7</sub> are at B002. These should be marked on the circuit diagram.

The 7445 chip is a binary to decimal converter, so that when a binary input is applied to it, only one output goes low. This is used for selecting the correct row of keys to be read. The column is read using port B (at B001). e.g. to read the "H" key, then the following Basic line would be used.  
?#B000 = 9;IF?#B001&16 = OTHER. . .

Note that nits 4 to 7 of part A are used to control graphics, so the above line would reset the Atom to text mode.

To leave the Atom in graphics mode, the '9' should be replaced by '#x9' where 'X' can be found by referring to page 88 of the manual. We hope that helps you Mr. Melville!



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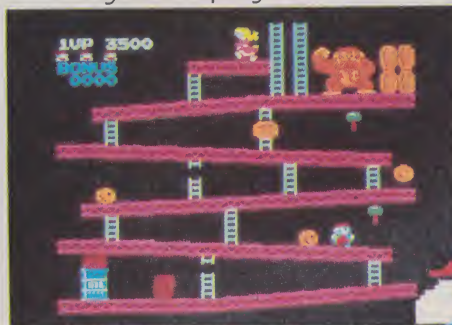
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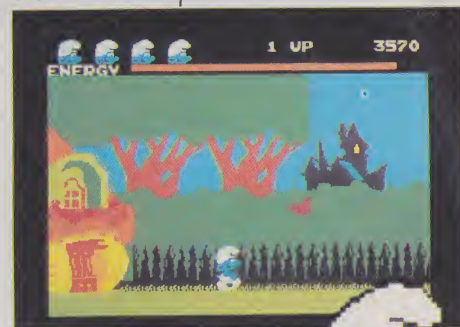
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Smurf™ Gargamel's Castle. Peyo.

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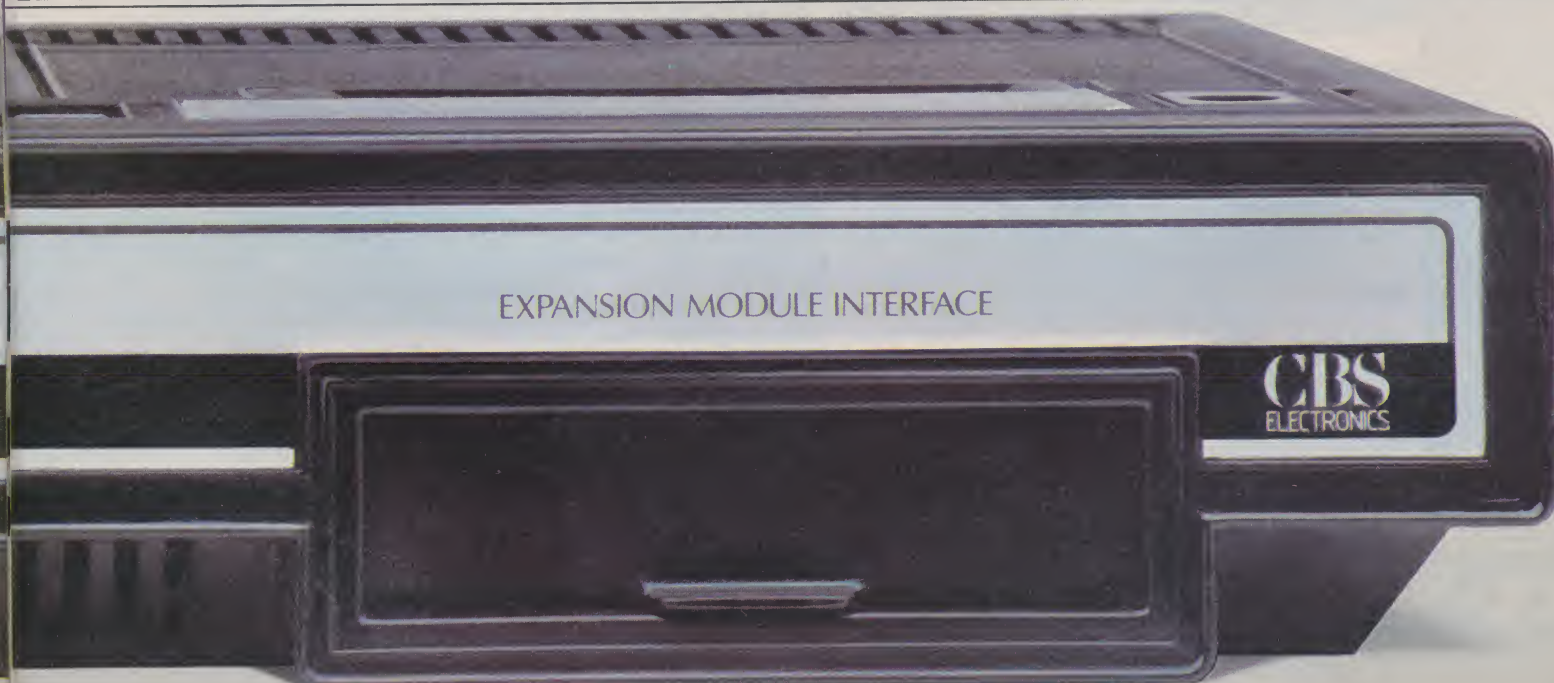
And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths home-work upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on. On this planet, certainly.

So go and try one out at your nearest video games dealer.



## IN VIDEO GAME COMPUTER SYSTEMS.



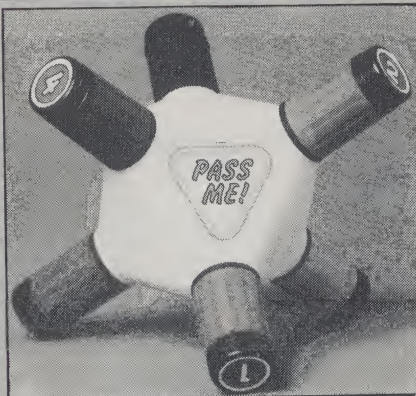


## OUR PUZZLING PRIZES AND WINNERS

It may look a bit odd — but it's a lot of fun to have around. What is it? A Pass-Me that's what! And what's a Pass-Me when it's at home, I hear you ask. Well, it's a game that will test your skills of response and deduction to the full — and it talks too!

Pass-Me is a bit like those Simon games — except instead of flashing lights it has a voice and numbered handles.

The games you can play with a Pass-Me are many and varied. Too varied to explain here in full! But they will keep you and your friends guessing for hours on end. Just the thing for Christmas



parties. You won't be able to pass up a Pass-Me!

Just turn to our competition pages and solve Trevor's latest brain twister, send in your answer and a Pass-Me could be yours. Don't forget we've got five to give away — so enter today!

## PUZZLERS COMPUTE SOLUTION

The competition produced a splendid crop of entries and included some well written computer programs. One or two high scoring readers failed to absorb the small print and either used a digit more than twice or scored points for factors greater than 99.

There were eight top score entries who spotted, as did young Stubbs at school, that the six numbers did not have to be different. So, by finding the three highest scoring numbers, which had three different digits each, using each number twice produced the desired result.

Commiserations to those who scored high but were not lucky in the draw from the postbag.

## PARDON? WHAT DID YOU SAY!

Well, just what is the inflatable sea-horse saying to the barman? And what joke is the great green alien telling to his friends at the table? And what is

the little brown chap with the teddy-bear thinking? Have you got any ideas? Then why not let us know about them! What are we talking about? Read on...

You may have already noticed something extra in this issue. If not just give your copy a good shake and the *Computer and Video Games 1984* calendar will fall out at your feet. It's a giant technicolour masterpiece created by artist Ross Collins. And we've come up with a competition to go along with it.

Once you've studied the many and varied alien beings gathered in a place of entertainment that is literally out of this world, why not try and think up a witty one line caption for one of the conversations going on in this bar at the end of the universe?

Keep your captions short and sweet — but if you think of more than one jot the others down too. All we ask is that you cut out the picture and the coupon together and send it in to Calendar Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

There's six *Computer and Video Games* "The Champ" t-shirts for the six best captions chosen by the C&VG panel. We'll be judging the contest on November 16th. If you don't want to spoil your copy by cutting the coupon out take a photocopy of the page and send us that.

### COMPUTATION PUZZLE WINNERS

James Wright, 22 Colt Hill Crescent, Milltimber, Aberdeen AB1 0EF. Mr M. Fisher, 9 Stratford Way, Marston Moreteyne, Bedford MK43 0CJ. Alan Northcott, Rushmoor, 464 Reading Road, Winnersh, Wokingham, Berkshire RH11 5ET.

## £5,000 FOR PROGRAMS

There's still a chance to enter our grand £5,000 programming challenge. Just in case you've been living in a space station for the past few months this competition gives YOU the chance to win £5,000 in good honest cash.

The prize is on offer from Calisto Software of Birmingham, who are on the look out for bright young programming talents. Calisto is also keen to expand the number of machines it produces software for — and keen to use home-grown talent to do it instead of shipping in games from the States.

Don't be afraid to enter your programs — you don't need to be a professional programmer to come up with good original games ideas. All you need is a good imagination and the ability to convert those ideas into program form.

If you are going to polish up one of your previous efforts, then why not send it quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine.

But there's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't end up £5,000



YOUR CAPTION .....

.....

NAME .....

ADDRESS .....

.....

T-SHIRT SIZE ..... Small/Medium/Large.



## LAST CHANCE TO VOTE!

This is your last chance to nominate your favourite game for a Golden Joystick Award!

Software companies all over the country are going for gold with the help of you, the readers of *Computer and Video Games*.

Do you have a favourite games program that you'd like to see get an Oscar? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the stan-

## GET YOUR FREE GAMES

Look — we've still got 20 FREE Imagine tapes to give away to anyone with a 48k Spectrum. All you have to do is rush us your name and address on a postcard please, to our office and the first 20 names out of the C&VG memory bin will get a copy of Imagine's Zip Zap, an all action robot shoot out. This time we're not putting a city limit on the free game offer. So wherever you live you could be in with a chance of claiming a Zip Zap — you just have to be quick off the mark with your postcards. We'll be choosing the lucky 20 on November 16th. So don't delay, post your card today to: Free Games, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5 EJ.

richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers.

You can enter on any popular micro-computer and all cassettes will be tested by Calisto's team of judges.

If your program comes out on top you'll be presented with a cheque for £5,000 at a special ceremony at a time and venue yet to be arranged.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not in-

All entries will be the property of Calisto Software and the entrants will assign all rights, patents and privileges of their game to Calisto.

No employees of *Computer & Video Games*, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before December 30th.

dards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will become the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or earn recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

- Best Arcade-style Game.
- Best Strategy Game.
- Best Original Game Idea.
- Software House of the Year.

- Game of the Year.

Initially we are leaving the judging up to you and want you to tell us your nominations in any or all of the categories.

The title Software House of the Year is open to distributors of overseas software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quality count. Send it to: The Golden Joysticks, *Computer & Video Games*, Durrant House, Herbal Hill, London EC1R 5JB.

Please accept the following nominations for the Golden Joystick Awards.  
(BLOCK CAPITALS PLEASE)

1) Best Arcade Type Game: .....  
By (Software house): .....

2) Best Strategy Game: .....  
By: .....

3) Best Original Game: .....  
By: .....

4) Software House of the year: .....

5) Game of the year: .....  
By: .....

Name: .....

Address: .....

cluded on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember all published entries will be given a software contract, possibly worth a lot of money.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £5,000 richer.

The entries must be sent to: £5,000 Program, Calisto Software, 119 John Bright Street, Birmingham B1 1BE.

If you like you can also send your entries to us at the C&VG office and we'll forward them to Calisto. But get cracking, the competition **must** close on November 16th. The winner will be announced in our first issue of the New Year.

Please enter this program in the £5,000 program competition

Program name: .....

Machine: ..... Model: .....

Number of K needed to run it: ..... K

Other equipment needed to run it: .....

Author's name: .....

Address: .....

Telephone No: .....



# TASK SET!



THE BUG STOPS HERE!

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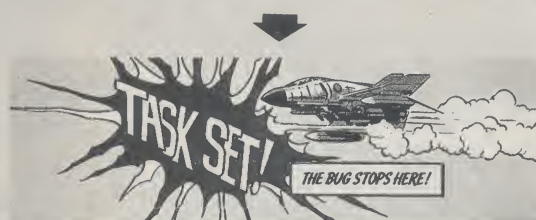
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## FANCY WINNING A CHESS COMPUTER?

This is the amazing *Ambassador* chess computer from the CONCHESS range produced by Contemporary Chess Computers. Doesn't look much like a computer, I hear you say. Don't be fooled! This elegant design houses a powerful machine — which unlike any other is fully expandable.

Yes, you can actually upgrade the chips and the Chess cartridge to keep up with the state of the art in the rapidly developing world of Chess computers.

The *Ambassador* has 10 skill levels — from beginner to expert and also has two analysis levels useful if you play correspondence Chess or for solving Chess problems.

The *Ambassador* is extremely easy to use. The pieces are moved in the conventional manner on the board. There is no keyboard to type in moves on, or tiny screen to squint at — all of which enhances play.

The board registers each move using its automatic sensory capabilities. All this and it looks attractive too with the classic Chess board design in inlaid mahogany and rosewood.

And all this can be yours if you win our latest competition! Simply read the details below and start planning your next move.

"Curious, isn't it," said Alice. "What is?" barked the Red Queen irritably. "These computer things," replied Alice, "It seems that these days young people don't go adventuring through the Looking Glass like I did, but use these micro-computers instead." "Rubbish!" shouted the Red Queen, you know micro-computers don't really exist. They are just a figment of the White Knight's imagination!"

"It must be interesting to go through a computer screen," Alice continued unruffled by the Red Queen's outburst. "I wonder what Computerland looks like?" she added with a wistful look in her eye. "Be quiet girl!" the Red Queen was obviously getting annoyed. "Eat your dry biscuit!" Alice stood up and strode away from the blustering Queen. "Where are you going!" the Red Queen shouted after her. "To find the White Knight," Alice said forcefully, "I want to find out all about these micro-computer things!"

While Alice is off discovering the magical world of micro's we've got a little task for you too. And you could win a Chess computer!

Can you dream up an adventure game based on the theme of the Chess board — just like Lewis Carroll did in his second Alice adventure *Through the Looking Glass*?

What we'd like you to do is to look at your Chess board and imagine that it has been transformed into a magical land.

Dream up some characters to inhabit your Chess-board world, and a hero to move through it. Perhaps he's searching for a lost treasure or an imprisoned princess — or on a quest to destroy all evil on the board world. Use the standard moves for chess pieces as a basis for moving your characters about in Chess-world —



Illustration by Debbie Cook

or dream up some new moves of your own! All that we require is that you use the chequered board as the basis for your imagination to work on.

We'd like you to attempt to write a listing for your Adventure if you can — but it's not essential. If you like you can simply give us an idea, backed up with diagrams and documentation of how your game would work on a micro. And if you don't feel like writing an Adventure why not have a go at creating a graphic video-style game based on a Chess theme?

The winner will receive an *Ambassador* Chess Computer from Contemporary Chess Computers, details of this

amazing prize can be found elsewhere on this page. Runners-up will get Chess software for their computers. So don't forget to let us know what micro you own. The coupon below should accompany your entry.

As this is quite a complicated task we're giving you three months to come up with a great idea and send it to us. So you've got until January 16th 1984 to get your idea to us. Address your entries to Chess Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. The usual competition rules apply and the editor's decision is, as always, final!

Please enter my game in the C&VG/Contemporary Chess Computers Competition

Name .....

Address .....

Telephone number .....

Name of Game .....

Type of Game/video-style or Adventure .....

Computer your game runs on/computer you own .....



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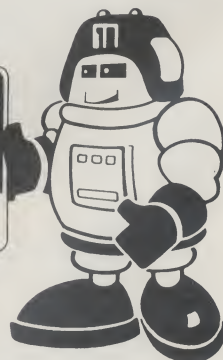
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# ...BEFORE THEY DO!



# TERMINAL SOFTWARE

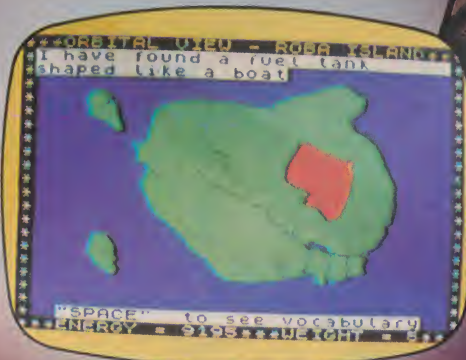


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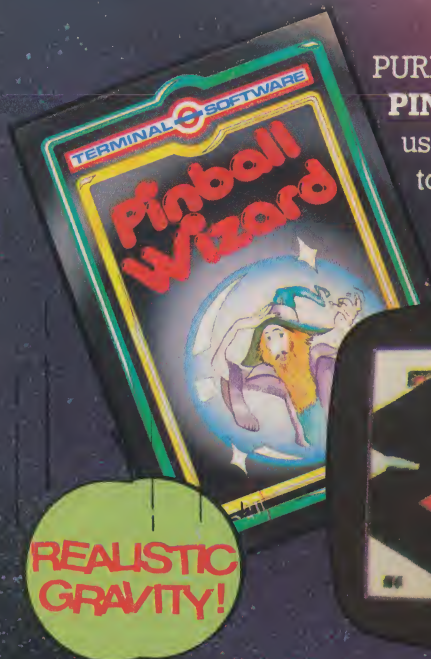
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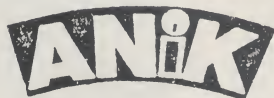
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# G·A·M·E·S N·E·W·S



## THIS GAME IS ALL GREEK TO US!

### GORGON

The scene is Ancient Greece. You are Spectrasses, a local hero of the time. Grang, an ugly ruffian, has stolen a golden chalice from the sacred temple belonging to your home town.

This chalice was entrusted to the people by the Gods for safe keeping, but because the townsfolk got lazy, Grang was able to steal the chalice.

The Gods have, of course, become very angry and have commanded the sea to rise until the town is flooded — unless the chalice is returned to the temple.

You know that Grang has gone to his secret cave underneath a ruined temple. This temple is guarded by Grang's friend the Gorgon, whose stare will turn you to stone.

There are two parts to this

game, written by Barry Cornhill, a new author. The first is the contest in the arena with Gorgon, where you manipulate your shield to reflect back the Gorgon's deadly stare.

The shield is heavy and has to be put down at intervals, thus giving Gorgon his chance to zap you.

There are three skill levels to the game — (Doddle!, Heroic, and Super-heroic — and the difficulty increases accordingly. All the while the sea keeps on rising, so that it is also a race against time.

The second part of the game is the sword fight with Grang, assuming that you get this far. You can parry, thrust, advance or retreat and the hits scored for either side are registered with signal lights as are the number of hits still required to win.

The game comes from Phipps Associates of Ewell, Surrey and runs on the 48k Spectrum. It is priced at £4.95.

## CONFUSED? TRY THIS!

### BEWITCHED

Unlock the doors to discover the mystery of Bewitched, Imagine's latest offering for the unexpanded Vic.

There are 20 sections of a maze and lurking in each one are the traditional resident ghosts and ghouls. In each maze are four coloured doors, each colour corresponding to four coloured keys hanging at the very top of the screen in section one.

You take the part of a key — whose job is to travel to the twentieth section of the maze unlocking the door to each new section on the way.

To open the doors you have to guide your key to the four other keys at the top of the screen and select a colour. Your key will then take on this colour and you can move off to try the door. If it is a dud, make your way back to the top and choose another one.

This may sound easy but there is an added hazard. Ghosts which try their best to capture you! In section two of the maze you will find not one ghost but two and so on throughout the game.

Bewitched is written in machine code for the unexpanded Vic and is controlled by either joystick or keyboard, available from Liverpool-based Imagine Software at £5.50.



## FIRST CLASS POST — WITH A DIFFERENCE!

### PERILOUS POST

Frustrated motorists everywhere can now get their own back on that scourge of the highways, Traffic Wardens.

Perilous Post a new games release from Impact Software lets you become a mad Postman intent on delivering the mail at any price.

You drive your van across a

railway line avoiding passing trains and then cross a river by carefully guiding your mail van onto one of the waiting ferry-boats.

Once across the river you are faced with a maze consisting of streets of houses awaiting delivery of the parcels in your care.

But there is a slight problem. Patrolling Traffic Wardens! You must avoid the wardens until you have posted sufficient parcels. Then you get your chance to run the Wardens over in your van — and you won't even get a ticket.

The game runs on an unexpanded Vic-20 and has full colour graphics. Perilous Post is available from the Edinburgh-based company Impact Software in early October and will retail at £6.50.





# As your children so can your



600XL Home Computer.

If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer; it's designed to build into a complete computer system.

As your children's knowledge of computers increases, so can their home computer, simply by adding any of these extras which will be available soon.

**Program Recorder.** The inexpensive way to store extra programs, and use the unique Atari sound-through system.

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Super Joysticks.



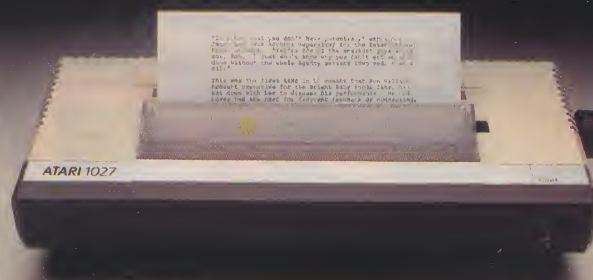
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**80-Column Dot Matrix Printer.** This is for more complex applications with fast telex style print-outs.

**Letter Quality Printer.** Changes your computer

into a sophisticated word processor, producing as many top quality prints as you want.

Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.

The new Atari XL home computer system.

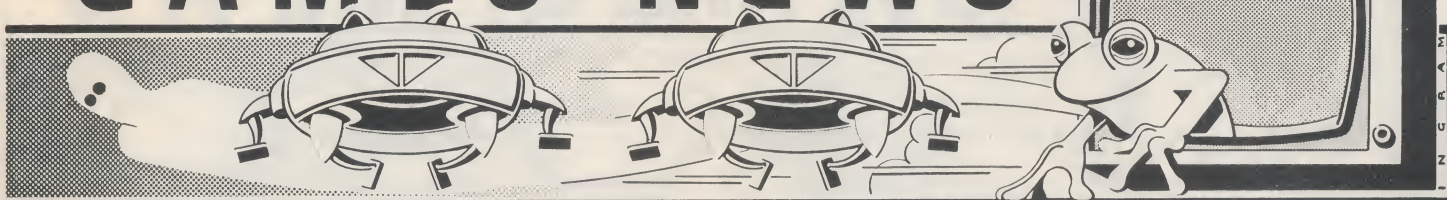




# MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS



# G·A·M·E·S N·E·W·S



## RADAR RATS CHASE THE CATS RAT RACE

Radar Rat Race turns the tables on the cats. The rats are out to get them in this new game. You are the cat searching for ten cheeses hidden in a large maze.

Radar shows you the hidden cheese and the positions of the enemy rats.

As the game progresses the number of rats multiplies and just to make things even more difficult there are also a scruffy band of alley cats dotted around the maze who are waiting to pounce.

The odds aren't entirely stacked against you though as there are clouds of magic stars that confuse the rats and gives the cat more chance to find those cheeses.

Radar Rat Race is in the shops now at £9.99 in cartridge form for the Commodore 64.

## SIX OF THE BEST FROM ARCADES KILLER KONG

Six new hi-res colour graphics games are just out for the Spectrum from Blaby.

The first is Killer Kong a version of the arcade favourite. It includes two hi-res screens with the usual features. You may also collect extra points by jumping up and snatching hamburgers!

Next comes a game called High Rise Harry (48k). You are Harry and you have the job of rust-proofing iron girders that are patrolled by Rust Bugs. It includes three different screens and levels.

Barmy Burgers is

the title of the third game, a version of a C&VG favourite, Burger Time. The object of the game is to guide your Chef across all the ingredients to make up a super half pounder burger before the two sausages or fried egg catch you! You do have a helpful weapon — five sprinkles of pepper — which immobilises the furious food chasers.

In Do Do you have to avoid getting stung by the Snow Bees. Sounds like Pengo to me — another C&VG favourite. You, the Penguin, slide ice blocks at the Snow Bees, but watch out they have long sharp stings which can shatter the ice.

You carry an ace under your wing, as you can electrify the side walls and kill any bees which happen to be lurking on it.

Right what's next? Lunar Lander? ... not quite. Shuttle is the name of the game and the object is to guide your Shuttle-craft down to the surface of the planet Wexon and rescue the stranded patrol who's space ship has landed there. This must be done without colliding into the asteroid belt. Your mission ends when all of the stranded patrol have been rescued!

Last, but not least, comes Confusion. You are a pilot of a space-craft lost in a maze of corridors in space (naturally!) Your object is to thrust up and down the centre of the corridors turning

and shooting opposing ships which would otherwise collide and kill you.

You can obtain an extra bonus by entering an energy alley and collecting the pod, but get out as quickly as possible or you will be trapped by deadly missiles.

All six games are available for the 48k Spectrum at £5.95 each from Leicester-based Blaby.

## COPY CAT TAPE POSES A PROBLEM CLONE

Software piracy is a topic currently undergoing great discussion at the moment by the software houses.

Arch rivals like Bug Byte and Quicksilver have come together to discuss "common problems" and software piracy in particular.

One new release this month from Work Force software of Luton deliberately sets out to bring the issue into sharp focus. Called Clone its purpose is suggested in its name. "Clone will copy standard Spectrum tapes. Its purpose is to back up tapes purchased by the user", says a press release from Work Force.

What worries the software houses is that instead of using back up copies as genuine back up copies they can also quite easily be used to sell or lend to a third party.

In the press release sent to *Computer and Video Games*

Work Force state that: "We have had the program available for some time but held back from releasing it.

It is sold with the following condition attached: "Clone is for the use of the purchaser only and it is to be used solely for the purpose of making back-up copies of the purchasers software. Clone must not be used to produce more than one copy of the software tape and the owner may not sell, hire, or otherwise dispose of the back-up copy."

## NEW MUSIC WITH A MESSAGE . . .

### MAINFRAME

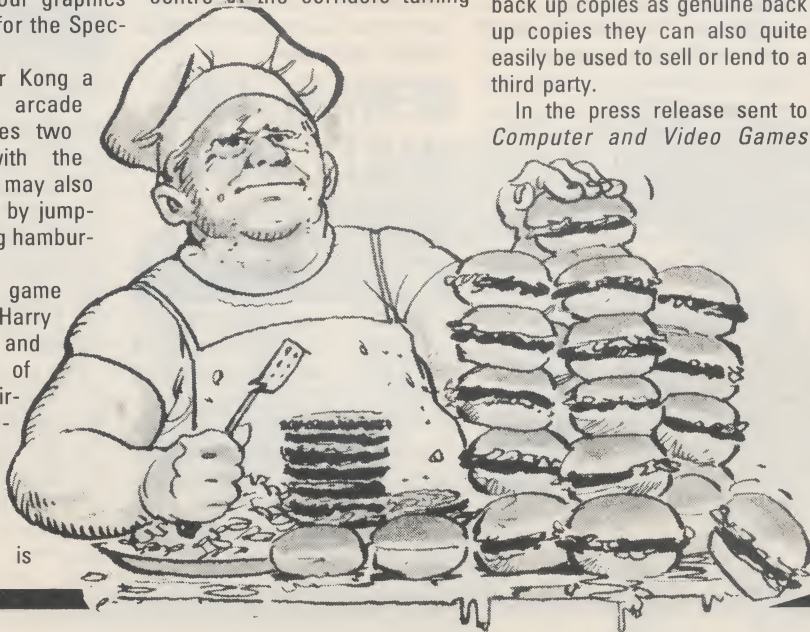
Remember the band called *Mainframe* we told you about a few months back? They were the first group to feature computer graphics programs on their singles — before the major record companies cottoned on to the idea.

By simply plugging in your micro to your amplifier and loading up the program some interesting sound to light graphics appeared on your TV screen as the record played on your turntable.

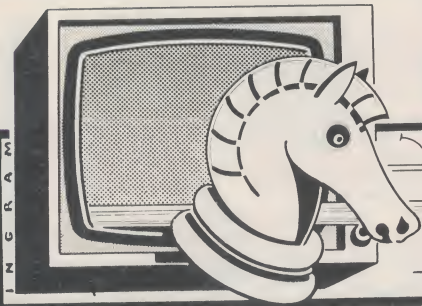
Mainframe's new album, called *Tenants of the Lattice-work*, is what used to be called a concept album. In conjunction with the record the band are running a *Masquerade* type competition called The Quest — and the prize is an extremely valuable solid gold 'M'.

All you have to do is buy the LP, read the establishing story, listen to the music, study the record sleeve carefully and then answer the questions posed in a special questionnaire included with the record.

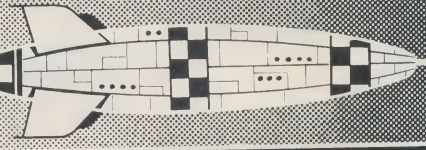
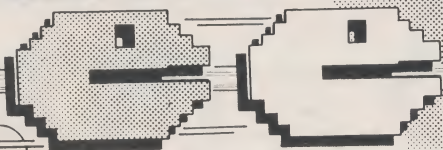
If you are interested in more information about Mainframe and The Quest why not write to MC<sup>2</sup> Records, 24 Missenden Drive, Hemel Hempstead, Hertfordshire.







# G·A·M·E·S N·E·W·S



## MOVING INTO THE BIG COUNTRY...

### TEXAS

Texas Instruments have maintained a monopoly on the market for TI/99 cartridge based games — until now that is.

Audiogenic, the Reading based software company, have branched out into Texas country with four new games.

Audiogenic's initial range of games for this popular home computer includes St Nick, Cave Creatures, Rabbit Trail, Driving Demon and Hen House. The company says that the range will be expanded gradually. Full details of the games and prices will be announced shortly.

## DAY IN THE LIFE OF SUPER-COP

### SIREN CITY

This is a massive arcade graphics adventure which incorporates 25 pages of full scrolling hi-res colour graphics and sound.

You are a cop in Siren City and you are set different assignments on each of the ten consecutive levels.

The assignments include driving your police car through the city and dealing with the crime specified in the assignment.

As mentioned, the graphics are scrolling and incorporate roads, buildings, houses, bungalows, trees, railways, (complete with level crossings), other moving cars, opposing helicopters and dragsters, bill boards, an airport (with helicopter pad and planes), atomic bombs and clouds of poisonous gas... and much more!!

The player is provided with a full hard copy of the map which will be most essential for refer-

ence during the game.

Siren City is available from Interceptor Micros for the Commodore-64 computer (disc or cassette) at around £7.00.

Richard Jones at (Interceptor Micros) told *C&VG* that Siren City will be the biggest and most spectacular game to hit the CBM-64 yet! Well, lets wait and see... I mean drive!!

## HUNT FOR THAT GOLD SUNDIAL

### PIMANIA

Devotees of Pimania — that zany adventure game with a £6,000 prize in the shape of the Golden Sundial of Pi — will not need reminding that the trinket is yet far from being won.

For the uninitiated Pimania has taken on cult status amongst its participants as marriages, careers, and all other personal responsibilities quake before the all consuming obsession.

At the centre of all this discord is the enigmatic character himself — the Piman. His colleagues at Automata Cartography inform me that he receives an abundance of mail which due to the rules of the game and the Piman's extreme shyness he is unable to answer.

Letters like the one from the man who is off to Bethlehem on Christmas day to claim his prize, and the several letters from people who open with sentences like "Help! My wife and kids have left me" arrive daily.

All this meets with the same stony silence from the Piman who will neither confirm or deny anything.

Despite all this, people seem

to love the Piman. On the few occasions when he has appeared at computer fairs he has been showered with adulation.

One twelve-year-old boy presented him with a Pi family which he crafted himself in clay. Another group of admirers presented him with a cuddly toy.

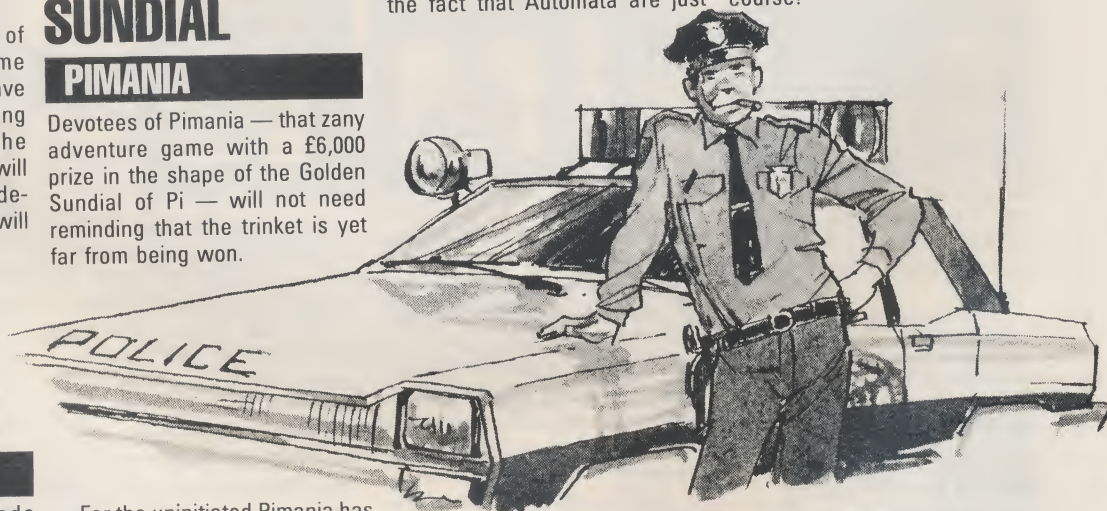
An Automata spokesman refused to say if anyone had come near to winning the sundial in the twelve months that the quest has been running. And the only clue that this reporter could elicit is the fact that Automata are just

mankind from inevitable destruction!

Your job is to keep the Stix under control restricting its movement by quickly constructing force fields inside the hyper-square.

This is not all you have to contend with. There are several deadly hazards to be aware of. The Stix must not touch you or you will die a horrible death!

If the Stix touches an incomplete force field the field synthesiser disintegrates due to molecular transposition — of course!



about to put on sale two new versions of the game for new computers including the Commodore 64 — the conclusion must therefore be that they don't expect the Golden Sundial to be won for sometime.

## BEWARE THE NASTY ANTI QUARKS!

### STIX

'Stix' this is your computer and play it! Originally an arcade game it is now available for the mighty micro!

The Stix is a bundle of energy roaming the infinite universe devastating all in its path. Luckily a freak cosmic storm has given you the unique opportunity to harness its evil power and save

Hesitation while constructing a force field will cause a hissing ripple of energy to annihilate the synthesiser!

Watch out!... a quark or anti-quark may be coming. They will cause a nuclear explosion on colliding with your synthesiser!

Field synthesiser energy is monitored at the top of the hi-res colour graphics display, if this exhausts your entire supply will be lost in the ensuing holocaust!

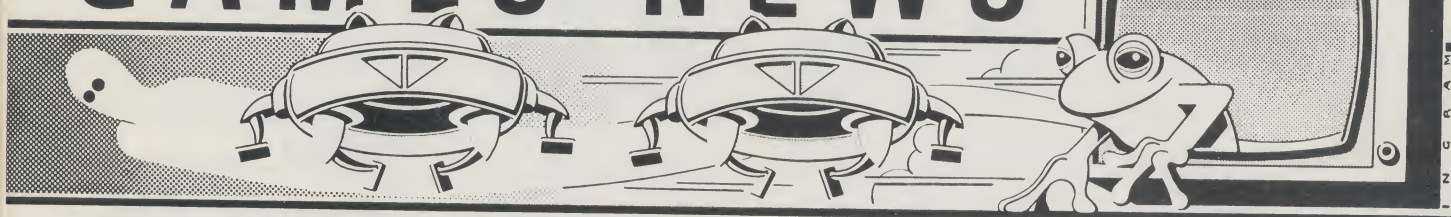
Force field construction direction is controlled by joystick with fire button to control field creation speed. Keyboard control is available if necessary.

This is an interesting adaptation of game which didn't really catch on in the arcades.

If you have the guts to Stix this game out then it is available from Supersoft for the Commodore-64 at a price of £8.00 plus VAT.



# G·A·M·E·S N·E·W·S



## SCREEN GEM FOR THE VIC-20?

### PINBALL WIZARD

Pinball Wizard is a remarkable example of what is possible with the unexpanded Vic-20 when a skilful machine code programmer sets to work. So say Terminal Software — the company bringing you this new game direct from the USA.

Terminal believe Pinball Wizard is the most realistic game for the Vic-20 this side of the Atlantic. The company market Pinball Wizard under licence from US software house Microdital.

There are bumpers, rollovers, a jackpot, slingshots and three flippers that you can use to trap and hold the ball! You can even nudge the table — but not too often or it tilts. Just like the real thing.

Pinball Wizard for the Vic will cost £7.95.

## TV WINNERS OFFERED BIG DEAL!

### GET SET

Two winning entries in BBC TV's Get Set computer programming competition — judged by our very own editor Terry Pratt — have been accepted by a major software house.

The games were selected from the hundreds that flooded into the Get Set studios after the competition was launched on the Saturday morning show earlier this year.

Melbourne House, known for their Hobbit and Penetrator programs for the 48k Spectrum are planning to publish James Southgate's game. He was the winner in the 12-16 age group.

They have also accepted Shaun Pearman's games ideas

list which they say contains some excellent ideas.

Melbourne House managing director, Alfred Milgrom says about James' game 'It needs a bit of work doing on it but we feel James has the basis of a good marketable game. Melbourne House are keen to encourage youngsters to bring their ideas to the sort of professional standard required for marketing and that is why we publish so many books on computers — to help people just such as James and Shaun to increase their programming skills.'

Melbourne House will be getting in touch with the boys to discuss their programs.

## MEGA-GAMES FOR SPACE CAPTAINS . . .

### STELLAR TRIUMPH

Are you fed up with games that only offer a meagre two or three different game options? Yes? Then Stellar Triumph is the answer to all your prayers.

The game has enough variations to keep an army of video gamers busy for a lifetime.

The basic game is for two players each trying to shoot the other. From then on the design of the game is up to you.

You can decide the screen set-up — wrap around, bounce off or a spiral effect.

There are menus for the movement of your ship, the

number of aliens, you can choose to have suns and black holes with positive or negative gravity and you can select the length of the game.

For those of you who haven't the courage to plunge into creating your own game the program has eight preset games.

Stellar Triumph will be available from Slough based Rommik Software in early October for the Commodore 64 costing £6.99.

## WILL OUR HERO SAVE THE EARTH?

### JETMAN

Jetman has returned... this time to save the planet Earth from destruction.

After building his rocket — as seen in the prequel Jetpac — disaster struck when it started to disintegrate over a hostile planet whose inhabitants' sole purpose is to destroy the Earth.

Using his instrument console to locate the aliens' weapons installations Jetman sets out single handed to do battle.

Crossing the rugged and pitted terrain in his lunar buggy, various hazards present themselves in the form of crevices and ravines which can only be crossed using the special bridging equipment Jetman carries.

Confronting the enemy our indomitable hero has to breach their defence systems before he can destroy the warheads aimed at Earth. If the deadly rocket isn't stopped within the time limit, Jetman has one last chance to bring it down.

Chase it in his buggy and blast it out of the air or — in the manner of Jetpac — fly after it. Only one problem — watch his fuel consumption as it might run out!

Life is made easier by a teleport system which can transport Jetman, the Moon Rover and one piece of equipment over long distances.

Lunar Jetman, sequel to Jetpac, is controlled by either keyboard or joysticks and is available from Leicestershire based Ultimate Play The Game for the 48k Spectrum at £5.50.

## VIRGIN TAKE GAMES ON THE ROAD

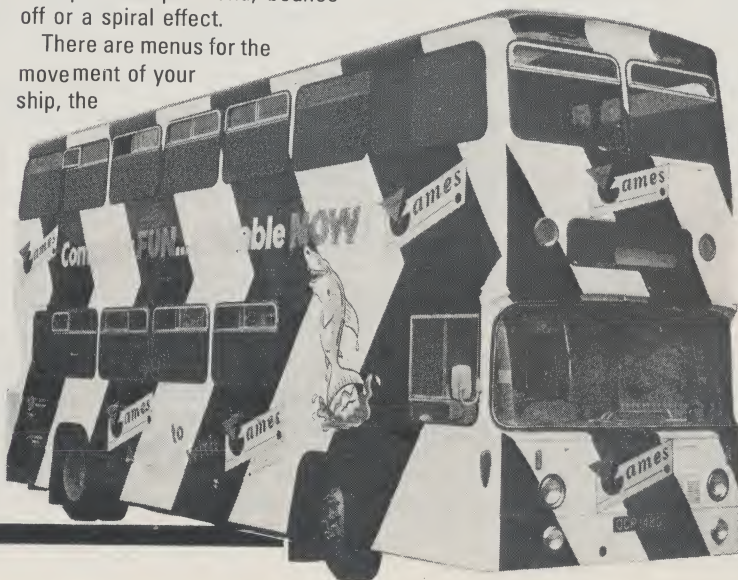
### VIRGIN EXPRESS

Virgin Games added eight new titles to their range with the aid of a specially converted double decker bus.

The idea of the bus is to take the games on tour throughout the country so that people can have a chance to play the games before they make their purchase.

The Virgin Express has no less than twelve computers on board together with members of the Virgin programming team too who will be on hand to answer the public's questions on anything to do with computers.

Three Dragon titles are offer including a creepy castle adventure, a who done it mystery adventure in mid-atlantic, and a computer version of the ancient Chinese future-predicting philosophy — I Ching.





# VIC 20

32K SWITCHABLE TO 3K, 16K, 24K, BLOCK 5.

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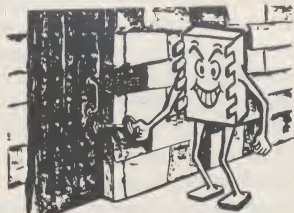


**"GOTCHA"**

**"GOTCHA"** — After escaping from the local nick, Ernie is soon back up to his old tricks. **48k M/C £5.95**

**DODO** — Starring Dodo and the Snow Bees — you are the last surviving breed of Dodo's alone in the Antarctic, surrounded by ice blocks and Snow Bees. Slide the ice blocks on to the Snow Bees or electrify the walls to kill them. **48k M/C £5.95**

**CONFUSION** — You are totally confused and are being attacked from both sides by the most nastiest Aliens known in the universe. **48k M/C £5.95**



**PLUGGITT**

**PLUGGITT** — Young Percy Pluggitt must get back to this circuit board in time. Please help him find the right keys! **48k M/C £5.95**

**HIGH RISE HARRY** — Featuring Harry High Rise and the Rust Bugs — guide Harry the Painter along the girders, up the ladders, on to the lifts, but mind the slides! Five whacky screens. **48k M/C £5.95**

**SHUTTLE** — Guide your Shuttlecraft down to the surface of the Planet Nexon, rescue the stranded space patrol and return them one by one to the safety of the Mothership. **48k M/C £5.95**



**KILLER KONG**

**KILLER KONG** — Featuring five screens of arcade action — Elevators — Kong — Mario — Barrels — Hamburgers and even Mario's girl. **48k M/C £5.95**

**CHOPPER RESCUE** — Scientists are being entombed under radioactive waste, can you as a helicopter pilot, rescue them all in time? **48k M/C £5.95**

**KOSMIC PIRATE** — Guide your Pirate vessel through the massive fleet of space craft, that has encircled the planet Verox and try to steal your essential needs. **48k M/C £5.95**



**BARMY BURGERS**

**BARMY BURGERS** — Baps, Burgers, Cheese and Lettuce — they are all there all you have to do is put them together, it sounds easy doesn't it? But not when you are being chased by a fried egg and sausages! **48k M/C £5.95**

**GOLD DIGGER** — Dig your way through the Mine and find the gold nuggets, but keep away from the nugget gnashers. **48k M/C £5.95**

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**The Lightening Oric Assembler. £9.90\***

There are other assembler/editors available for the ORIC but none combine the same features and ease of use that we have obtained with this comprehensive utility program for the ORIC 48K. The manual which accompanies the assembler gives a brief insight into machine code and the use of assemblers to enable anyone to write in assembly language after just a little study. Full specifications of the assembler cannot be fitted into the small space available here and so they may be obtained from your local dealer or direct from Mr. Micro.

\*Includes comprehensive instructions booklet.

**Crazy Golf 48K Spectrum**

Crazy golf is a new program for the 48K Spectrum you are required to clear the course avoiding and circumventing the many strange obstacles finally putting your ball in the hole. The par for each hole is displayed and a novel direction indicator combined with a force indicator enable you to send the golf ball in the direction you feel is the best one to clear the course. Crazy golf really is crazy but most of all it is fun and will be found to be very enjoyable by all members of the family.

For use with Joystick and keyboard.

**Bengo £6.90 Vic 20**

An exciting program for the unexpanded Vic 20, which combines fast moving strategy and reflex skills. You must control Bengo the super Eskimo against the dreadful snow Yeti - Half blind and half witted the Yeti can smell a good Eskimo lunch - the only protection Bengo has is to hurl huge blocks of ice across the frozen waste at the Yeti.

— Don't get distracted — or you'll be personally responsible for the demise of an Eskimol

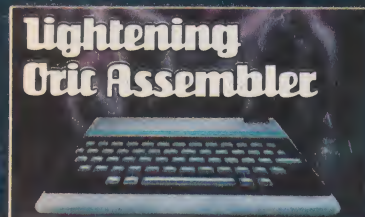
For use with Joystick.

**Dracula 48K ORIC £6.90**

A superb adventure for the 48K ORIC. This adventure is written in the good old style! No silly graphics, no gratuitous drawings, no distractions from pure mental images of horrendous realism. This evocative text adventure of the old genre will have Oric owners shivering with anticipation and perhaps fear.

Dare you load DRACULA into your ORIC 48K?

By keyboard.



# No shocks— Plenty of surprises!

Mr. Micro means programs you can trust. Programs that are as exciting when you load them as they look at your dealer. Programs that come proven and refined. Programs that bring you the breathtaking excitement of arcade games with the special extra dimension of real mental challenges — all at the right price. Plus accessories and utilities which extend the value of your computer. Ask for Mr. Micro by name at your local dealer. Or order your games direct, post-free, from: Mr. Micro Ltd. 69 Partington Lane, Swinton, Manchester M27 3AL. Cheques should be made payable to Mr. Micro Limited. Ring our 24 hour hot-line for payment by Access or Visa on: 061-728 2282.



**Amigo** £6.90  
Vic 20 8K or 16K expansion.

Hey Amigo you gotta run fast ah. The banditos they are a chasing you and they will a geta you ifa you do nota escapa OK. You musta runa rounda the blocka, when you run round de corners ofa de city the banditos they are frightened to go there and you score de points. Pity you have nota gota gun but a joystick can be fun.

For use with Joystick.



**Digger** £6.90  
Vic 20 8K or 16K expansion

Your remote viewer shows the path of the professors devilish digging apparatus. Using your computer linked remote control you must guide the digger beneath the earth to collect the rare micronite gems. Unfortunately the micronite is protected by the micronits who will plague your machine in order to attempt to stop its progress. You may be able to kill the micronits by skillfully manoeuvring your digger beneath a subterranean stalactite which will then fall killing any micronit in its path. This is a novel implementation of a popular arcade game. For use with Joystick.



**Humphrey** £6.90  
Vic 20 BBC Model B

This new game for the BBC Model B or for the VIC 20 (8K or 16K expansion) and also for C.B.M. 64 involves some tricky decision taking. Object of game is to make Humphrey land on all the cubes thus changing their colour. Unfortunately Humphrey is being chased by a bouncing ATOMIC BOMB! You will soon learn that this deceptively simple game has tremendous addictive properties and quite a high degree of tactical skill.

For use with keyboard or Joystick.



**Mysterious Island** £9.90  
Vic 20 16K

Escape from prison in a hot air balloon — try to land it on Mysterious Island, then the fun really begins. • Booby Trapped Fields • Killer Bees • Hostile Natives • Hidden Clues • Force Fields • Capture the Nautilus • Full Graphic Display • Several Games lead to Exciting Climax • Separate Practice Program • Includes Blank Data Tape to store the game to play later.

All successful adventures can claim a unique personalised award by sending Mr. Micro their final position at the end of the game — By Joystick or keyboard.



**RAMDAM** £13.90  
Vic 20

This accessory enables programs which would normally only work with 3K expansion to work with 8K or 16K expansion. RAMDAM saves having to buy a 3K pack if you already own an 8K or 16K. With RAMDAM and a Commodore 16K expansion all known tape games will run on your Vic 20. • Includes Memory Test Program • Free 6.5K game — MICROADVERS for use with Joysticks.



**Punchy** £6.90  
Spectrum 484

Punch has taken Judy for his evil purposes, and locked her away. Judy has called upon the forces of goodness to escape, so with the help of our hero Bobby the policeman and you the purchaser of this fine program you must guide brave Bobby across the stage to rescue poor Judy. Leap the gaps. Jump over the dogs. Leap the alligator pit. Dodge the tomatoes. Rock the crib. Collect the sausages and finally rescue Judy. By Kempstone Joystick or keyboard.



**Dragon Tamer** £9.90  
Dragon 32

Allows Atari type and other digital joysticks to be used with the Dragon — giving better response and more control. For the first time your Dragon will be able to reflect your true skills. • Achieve higher games scores • Less Frustration.

Plus To ensure maximum value, Dragon Tamer includes two original games for use with digital Joysticks.



**Goldrush** £6.90  
Vic 20 3.5k

This graphic adventure program was the first in the world to offer real gold for the successful adventurer. An idea which has been much copied but never equalled. • Fun • Educational • Challenging • Clues • Puzzles • Searches • Fast Reaction Game. For use with keyboard.





The day every pinball fan has been waiting for. That's the Pinball Owners' Association Convention.

A feast of machines old and new will be on show and the 1983 Pinball Wizard will be chosen from the ranks of the associations many aces.

It all takes place at the Old Whitgiftians Rugby Club, Croyham Road, South Croydon, on November 6th from 2.30pm until 11pm.

Members bring their favourite machines along to these events — so, it's a chance to some vintage and veteran pin-tables restored with loving care to their former glory. And you'll be able to meet a bunch of people who collectively know more about pinball than almost anyone around.

Entrance to this pinball wonderland is by ticket only, so if you want more details you'll have to write to the Pinball Owners' Association HQ, "Arcadia", 465 Cranbrook Road, Ilford, Essex IG2 6EW.

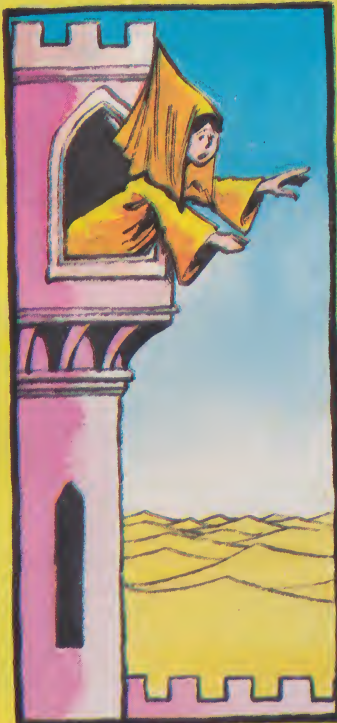
Meanwhile Bally have released yet another version of the classic Eight Ball De-Luxe game, this time called Rotation Eight. This is a cocktail table style machine with some nifty touches. It can take up to four players, who sit around the machine just as if they were sitting at a table. Each player has flipper buttons and a plunger to fire the ball. And here comes the good bit — the playfield rotates to face each player in turn as the game progresses!

Good news for pinball fans is that an old manufacturer of the machines, Game Plan, who stopped making tables some years ago is back in business with a table designed by the American pinball guru Roger C. Sharpe. It's called Sharpshooter and features a picture of the designer disguised as a cowboy on the back splash.

## RIDE THE MAGIC CARPET

Ride on a magic carpet to rescue a beautiful princess held captive in a forbidden tower.

Tales of the Arabian Nights burst into life on the screen of Atari's Arabian. You take on the role of a courageous prince, defying all dangers in this perilous



mission. There are four screens to beat before you reach the princess.

The levels are called pages, just to add to that fairytale feel, and the first level starts at Page

## MORE MONKEY BUSINESS

Zoo Keeper has an animal magnetism that arcade experts will find hard to resist!

The player finds himself at a zoo and all the animals are eating their way out! The zoo keeper, Zeke, has a hard time running along the walls replacing bricks which have been eaten away.

But the animals are very swift and some inevitably escape. To survive the escaping animals Zeke has to dodge or jump over them, while still frantically rebuilding the bricks.

He is also trying to earn bonus points by grabbing watermelons, root beers, and other goodies along the way. And all the while the time fuse is burning! Enough action for you?

In screen two Zeke must leap

### ARABIAN

one. This is a ship and the prince has to scale the rigging in order to reach the crow's nest on the top.

On his way he may collect a number of brass jugs, each engraved with a letter of the alphabet. If you can collect them in the correct order the letters will spell out ARABIAN and you are awarded bonus points. If you don't then there are no bonus points, but play continues.

Of course climbing the rigging is not as easy as we've made it sound!. There are a number of obstacles which the prince must contend with. Roc birds dive at him in an attempt to knock him from the rigging. Things called Oscars chase him and Genies who fire snowballs at the prince. The Genies also have the ability to become invisible and appear at random. But they can only throw snowballs when they are fully materialised.

When the player has completed page one, page two begins — with the prince on dry land.

It's a very dangerous route to the castle and there is a cave through which the prince must crawl. When not on his hands and knees, avoiding low hanging rocks, the prince is kept occupied swinging or climbing across vines.

### ZOO KEEPER

from ledge to ledge to reach his girlfriend, Zelda, who is held hostage by a coconut-throwing monkey. The ledge moves in opposite directions, and it is all over if Zeke falls.

Zeke still has two more brick zoos to face, teeming with the meanest animals you've ever seen. Luckily Zeke can use a net to catch the escaped animals and return them to their cages if he can reach the net!

As the adventures alternate, survival becomes the name of the game and is increasingly more difficult. In each of the "brick" screens a more challenging animal with a higher point value is introduced.

On reaching the end of the cave the prince must climb a tree. If he is successful, he can proceed to page three — the gates of the castle.

Scaling the wall poses yet another problem for our intrepid hero. The only way up is to hitch a ride on a series of flying carpets. The prince leaps from carpet to carpet, dodging the low-flying ones which may knock him off.

On page four, the prince at last sees the princess, beckoning him from her lonely tower. To reach her, the prince must ride the flying carpets and climb ropes, all the time avoiding his enemies and trying to grab brass jugs to add to his collection. If you make it through this screen — sorry page! — the prince is reunited with his princess and then fly off into the sunset together — on a flying carpet, naturally.



And in each succeeding "ledge" screen the ledges move faster, until finally they become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zelda!

"Escalator" screens, in which bonus zoo keepers can be won to help Zeke out, are interspersed between the other screens. Here Zeke must jump over hordes of animals — plus an electrical cage — in order to jump on to each escalator, until he can rescue Zelda.



# THE ARCADE OF THE FUTURE?

## S.S. ARCADIA

If you are tired of tatty arcades, in scruffy side streets then join us for a look into the future — at the first of a new breed of super arcades.

The Space Shuttle shaped arcade is the brainchild of leisure complex specialists John and Veronica Feilding and exhibition stand designer Glynn Larcombe.

As yet SS Arcadia is awaiting a buyer — so it could end up at any major sea side resort, but despite the uncertainty about its final home we do know what it will look like.

The interior will be based on the futuristic control bridge of space ships like the USS Enterprise or the Millennium Falcon. Instead of the gadgetry of Hans Solo or Captain Kirk's ships this space craft will be packed with all the latest arcade games.

The designers estimate there will be between one and two hundred machines on board.

But Space Invaders and Pac Man will be only part of the



attraction of the SS Arcadia. Stepping aboard the ship will be like journeying into space. The windows will have space scenes projected onto them showing planets looming in distant space and meteors hurtling past.

A bank of home computers are also expected to be incorporated into the final plan offering a number of educational challenges with a space theme.

There will be no entrance fee — instead you purchase a certain amount of tokens to insert into the arcade machines whilst on board.

Glynn Larcombe will be organising construction of the SS Arcadia — when partners John and Veronica Feilding of C&C Associates find a buyer.

The shell of the ship will be made of reinforced PVC, on a wooden frame, with a skeleton of inflated tubes beneath the surface of the PVC which will keep the whole structure taut due to air being constantly pumped into it.

About the length of nine double decker buses and three buses high, SS Arcadia will be manufactured in kit form in Rich-

mond by Larcombe's company — Riverside Joinery.

The cutting of the various sections will take about six months. When the site has been chosen the parts will be ferried there by a fleet of lorries and Riverside's men will take about a month to assemble the ship.

SS Arcadia is the first American-style super arcade to be planned for the UK.

In America, theme arcades are catching on in a big way. Nolen Bushnell — the man who launched that little company called Atari and who also invented the first coin operated video game — is about to make himself a second fortune with Chuck E. Cheeses Pizza Theatre.

The fantasy emporium is an exciting blend of all the latest arcade games, fast food, and a cast of performing Disney-style robots.

The Feildings and Glynn Larcombe are convinced that SS Arcadia type developments are what games players want.

What do you think? If you have a positive way in which the standards of arcades could be improved why not write to us and air your views.



This is S.S. Arcadia. Above you see what the space-ship arcade will look like when constructed. Our colour picture at the top of the page shows how Veronica Feilding and Glynn Larcombe envisage the interior of this arcade of the future.

## DRIVE A LASER RACER!

Making arcade games is getting more like making films as the new generation of laser games begin to take over from the now outmoded computer graphics video game.

The second laser disc game to arrive in Britain was filmed at a Tokyo race track in a specially staged race using real grand prix cars.

Taito's Grand Prix is the latest "sit down and drive" race game and should provide stiff competition for Atari's top grossing Pole Position.

When the race had been

## GRAND PRIX

filmed the action was transferred to laser disc and the player's car superimposed on the original film.

A microprocessor controls the action in the game — switching to a crash, a spin or whatever is the appropriate piece of film depending on the players reactions.

Grand Prix will be in the arcades before Christmas — but you'd better save up your ten pence pieces as you are likely to need four of them to drive this car.



## WE WANT YOUR HI-SCORES

Calling all arcade hot-shots! Don't hide your light under a Pac-Man machine — tell us how good you are! You've been getting a bit slow sending in your high-scores lately, but remember we want to hear from you.

Tell us your scores on your favourite machines and don't forget to include your name and address with your letter.

We'd also like to hear from you if you've got any tips on playing arcade games — we'll try and print them in this section of the magazine to give more of you a chance to make those high scores even higher!

Send your scores to Arcade Hi-Scores, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



# SPECTRUM

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See PRESTEL Page 600181 for up to date information from SPECTRUM

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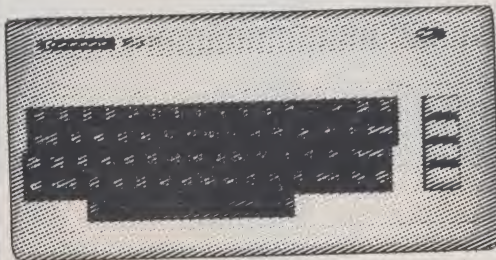
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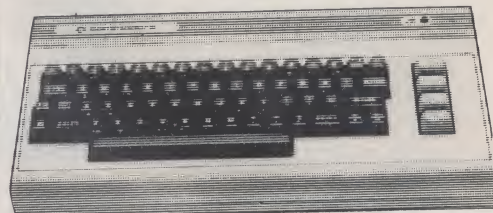
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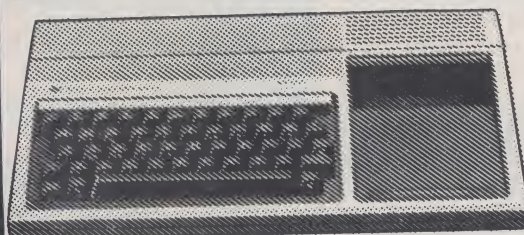
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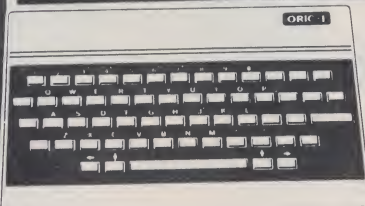


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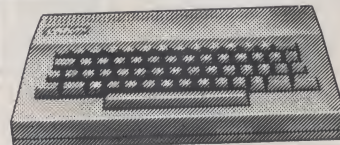
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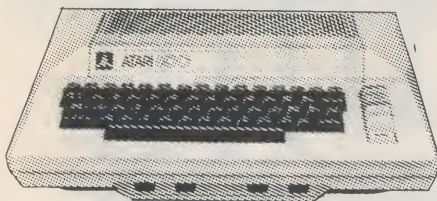
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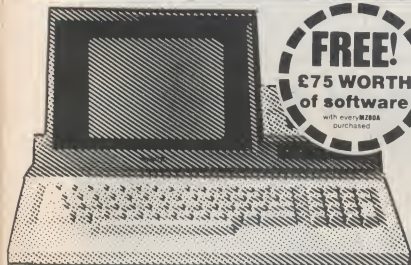
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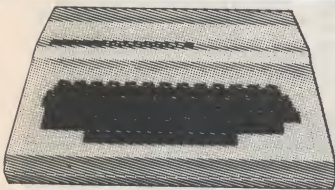
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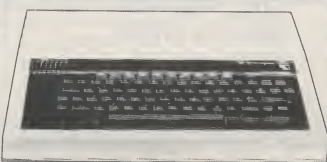


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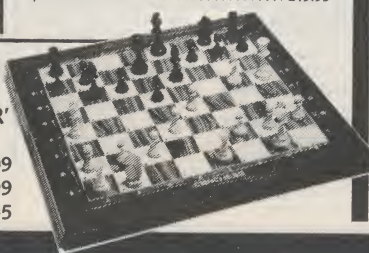
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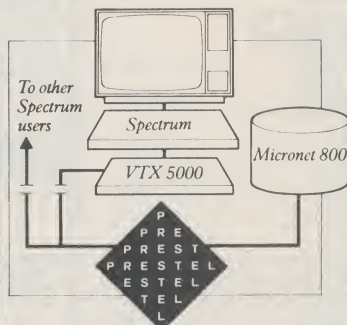
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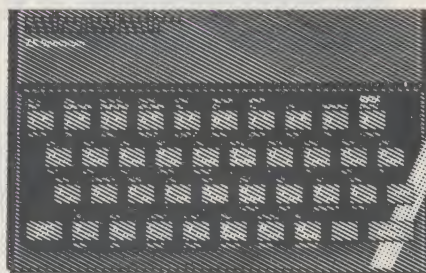
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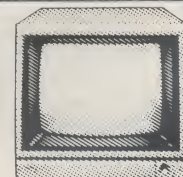
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# VIDEO

## IS THIS THE END OF THE BOOM?

Christmas could signal the end of the huge boom in video games if Britain follows the trend set in the States where sales of low cost micros have plummeted and the market for TV games has all but vanished.

Atari and Mattel are fighting tooth and nail for a larger share of the shrinking TV game market by slashing prices and including special offers in their basic packages.

You can now pick up an Atari VCS for £69.95, a reduction of £20, and you get a copy of the wildly successful Pac-Man cartridge free.

Atari's deadly rival, the Intel-

division system from Mattel has almost halved in priced in the last 18 months and is now sold with the Voice Synthesis add-on which until recently cost over £50.

This price war was not just sparked off by keen competition between the two companies — but the appearance of the Colecovision games console.

Atari have already decided to scrap plans to launch their new advanced TV game system, the Atari 5200, in Britain, because of its lack of success across the Atlantic in the face of fierce competition from the Colecovision.

The future for Atari's ageing 2600 doesn't look too rosy either now that Coleco have announced plans to release an expansion module which allows Coleco owners to use Atari cartridges with their machine.

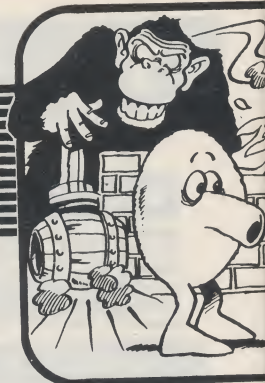
Sales of TV games in America aren't the only ones to suffer. It seems that American consumers are turning their backs on cheap micros, the Texas and Atari in particular, and choosing more expensive machines like the Commodore 64. In some parts of the USA the 64 outsells the Atari by 100 to 1.

One event in this price war that could be of great interest to

British video-gamers is Commodore's announcement of sweeping price cuts on all their cartridge based software.

Cartridges for the Vic 20 and the CBM 64 have been slashed to £10 — £20 cheaper than the Atari range. However, Commodore don't have many hit games in their line-up so it will be interesting to see just how Atari reacts.

In Britain as well as the States and if Atari still want to be a major force we think they will have to follow suit. Now wouldn't that be a sight for sore wallets.



## BIG NAMES BOOST PARKER GAMES

Parker has announced its Autumn range of game titles, which include two new Star Wars games and one based on the Lord of the Rings.

They've launched a total of 17 new games which run on the Atari, Coleco and Philips home video game systems.

Some of the games have also been converted for the Vic, Atari 400/800 and the IBM personal computer.

New games appearing shortly are Spiderman, two new Star Wars games, Popeye and Lord of the Rings.

Tutenkham, a new twist on the

old legend of King Tut's tomb and already a popular arcade game, will be available for the Vic and Atari 400/800 shortly, and for the Coleco and Philips G7000 in the first quarter of next year.

Q\*Bert is the most recent addition to the list, and is thought by many to be the most popular game since Pac Man.

Again this has been licensed from the arcade machine at a cost of around \$4m, which is the going rate for a good license nowadays.

Parker also launched their Video Games Challenge at the Home Entertainment Spectacular

held in London recently. The challenge features such games as Q\*Bert, Frogger, Popeye and the new Scramble style game Super Cobra.

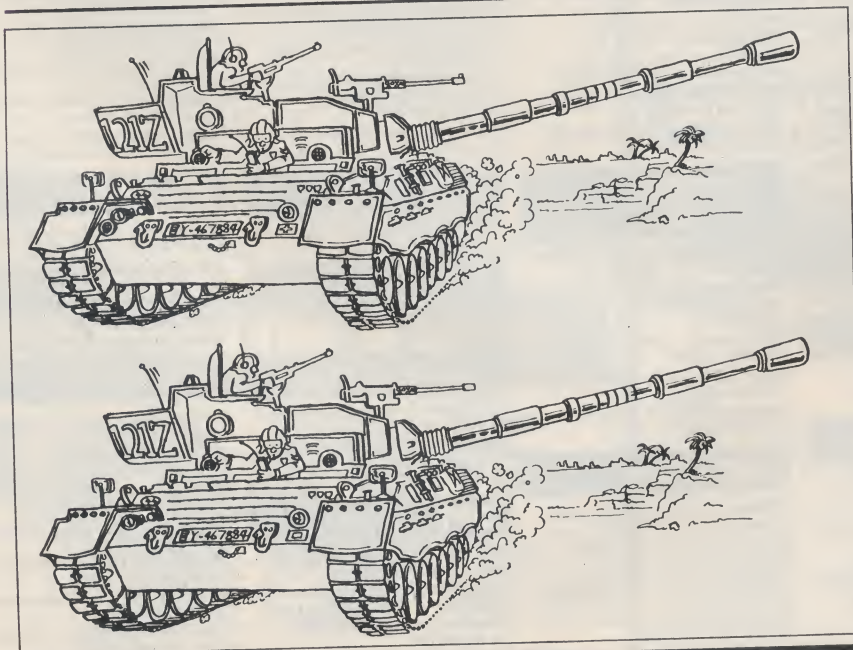
There will be ten regional heats and you can qualify by playing the games at selected stores yet to be announced.

The finals will be held next spring in London and first prize is a trip to the good old U.S. of A, with a trip to Disney World and to Cape Canaveral thrown in.

The first of the new releases are already available, with more to follow. Average price will be around £34.95.

### TOP TEN

1	Centipede Atari
2	Donkey Kong CBS
3	River Raid Activision
4	Galaxians Atari
5	Ms Pacman Atari
6	Phoenix Atari
7	Vanguard Atari
8	Burgertime, Mattel
9	Gorf CBS
10	Keystone Kapers Activision



## READY FOR THE TERRIBLE TANKS?

If our Joystick Jury review of the new Battle Zone cartridge made you wish you had a spare £30 then we've got some good news for you.

Our friends at Atari have agreed to give ten spanking new Battle Zone cartridges to the first people who can spot the six differences between the two tanks drawn by artist Ross Collins.

Simply draw a ring around the differences with a ball point pen, cut out the drawing and send it off to us without delay. Tank A is the control vehicle, please ring the differences on Tank B.

Remember to write your name and address clearly on your entry. Normal C&VG competition rules apply.





# C&VG WORLD CHAMPS!

The United Kingdom pulled off an amazing double in Munich to take both junior and senior titles in the World Video Games Championships.

The games this year attracted the toughest competition ever with entrants from twenty-one countries including such far flung places as Hong Kong, Puerto Rico and Norway.

Bringing back the medals to England and Scotland were 14-year-old Stuart Murray from Aberdeen and 19-year-old Andrew Brzezinski from Middlesex.

The games were sponsored by Atari, who met all the finalists' expenses including flights for them and one guest plus three nights in Munich's top hotel.

The lucky contestants had qualified for the game by beating all-comers in their own Countries.

In true Olympic fashion the finalists were taken on a sight-seeing tour around the host city of Munich. For this purpose Atari took over six trams and decked them out in stickers, streamers and bunting and topped the whole thing off with a Bavarian band, delicious German food and never emptying mugs of frothing beer.

It was an afternoon that the finalists and the people of Munich who stared in amazement will not forget in a hurry.

Next day the serious business of playing games began in earnest with many of the contestants firing away on the practice machines at 6.30 in the morning!

It was a tense day for Andrew and Stuart who had to sweat it out til 5.00pm before downing the first competition spider in the chosen Centipede cartridge.

Both were masters of the game — but demonstrated completely different styles.

Andrew, a cool customer, never looked disturbed. He even took time to glance at his watch to check his time/score ratio.

Stuart, in complete contrast, was edgy, obviously feeling the tension and tutting loudly at himself when not extracting the



All eyes on the contestants.



Well done! Stuart is congratulated by one of the organisers.

maximum points from a spider.

Time was crucial as each player was only allowed 15 minutes in the qualifying heat to notch up his best score.

From the starting gong Andrew Brzezinski looked like a clear winner — thousands of points ahead after only four minutes.

Stuart's qualifier seemed to bring out the best in the competition with the player from Hong Kong looking like the favourite for the final. But Stuart was not to be deterred, he improved by the minute and battled back to win a place in the final.

As the gong for the final of the junior section sounded, the crowd that gathered around Stuart Murray soon realised they were watching a new, more determined player. Still tutting, but more confident, taking risks and making them pay.

The competition soon became a two-horse race with Hong Kong Centipede ace Shui Fan Or



Game gazer. Andrew Brzezinski concentrates on the creepy crawlies.

just over a thousand points behind Stuart for the duration. One slip and the lead would be lost.

With just 30 seconds to go the outcome was still in doubt, so the final gong came as a welcome relief. One down — one to go.

I chatted to Andrew's two brothers as the senior final got under way. John had come with Andrew on the plane thanks to Atari and elder brother Richard, determined to be there to cheer his brother on had hitch-hiked all the way from Middlesex.

The brothers were concerned that Andrew's position as clear favourite would lead to distractions from press photographers and noise from a group of American Atari executives who were taking bets on possible winners!



Stuart Murray gets a spider in his sights.

Despite the distractions, Andrew walked away with the senior title. Slightly under his best score and a thousand points behind Stuart Murray's medal winning performance, but enough to have the entire British delegation — the C&VG reporter included — jumping with joy.

Both winners received a world champion medal and a trip for two to the Olympic games in Los Angeles next summer. Well done Stuart and Andrew, everyone at C&VG is proud of you.

And the British supporters continued the celebrations well into the next morning!



# The new boy from Acorn already has a gang of playmates.

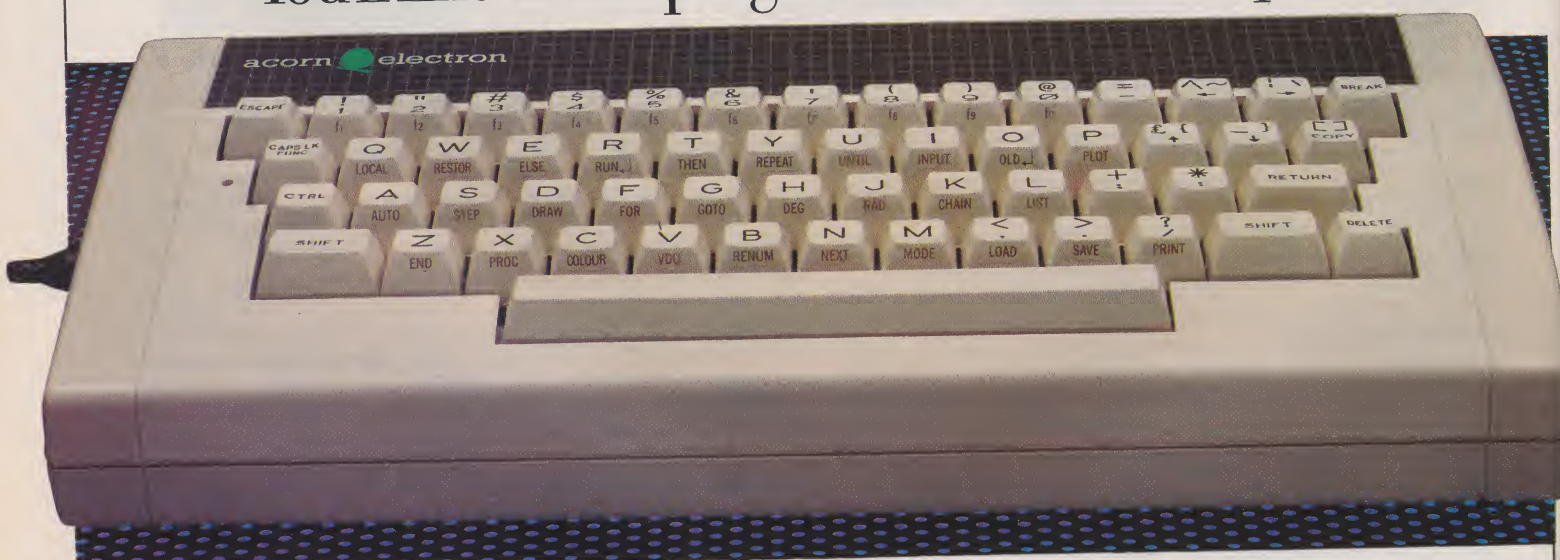
The Acorn Electron, Britain's most exciting new home micro, already has a range of software programs specially designed for it by Acornsoft, makers of software for the BBC Micro.

There are six mind-boggling games, two programming languages, two exciting graphics cassettes, a home educational program and a personal money management program.

All of which will soon help familiarize you with the Electron and show you how to get the maximum enjoyment out of it straight from the word go.

Of course, we'll be constantly designing new software to help you fully realise the Electron's limitless potential.

You'll find all the programs featured here, plus the full



The Electron. The new boy from Acorn.



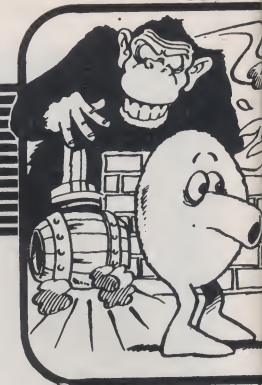


range of programs for the BBC Micro, available at selected W.H. Smith branches and at your local Acorn stockist. (To find out where they are call 01-200 0200.)

Alternatively, you can send off for the Acornsoft Electron or BBC Micro catalogue, by writing to:  
 Acornsoft, c/o Vector Marketing, Denington Estate,  
 Wellingborough, Northants  
 NN8 2RL.

**ACORNSOFT**





## ACTION IN WEB WARS!

Wing your way to adventure in Web Wars the latest and best game — so far — for the Vectrex system.

You are the Hawk King flying through a gigantic web hanging in space. Strange alien creatures — protected by deadly drones — inhabit this web. Your mission is to capture them and take them back to your trophy room where they remain imprisoned as permanent reminders of your bravery in the face of cosmic danger!

You have to overcome the convoys of guardian Drones, get the better of the dreadful fire-breathing Cosmic Dragons and escape through a square portal which appears after each capture.

While flying around the outer areas of the web you, as the Hawk King, will spot an alien in the distance winging its way towards you from the web's centre.

As it closes in you launch into attack — flying down the web, blasting away at the Drones you position the Hawk King until it is

on a collision course with the winged alien. At the last minute you fire your Capture Rod and the alien is yours!

However, watch out for the Drones you don't kill as once they've reached the edge of the web, they'll turn round and chase you.

After the alien has been captured a square portal appears in the distance and slowly travels up the web. Still avoiding the Drones, position the Hawk King and fly through the portal to reach your trophy room where your latest victim can be displayed.

If you fail to catch the creature on the second attempt the Cosmic Dragon appears, breathing

fire-balls at you with amazing accuracy. It is impervious to your blasters and the best chance of survival is to quickly capture a creature and escape through the portal before it reaches the outer rim of the web.

After each capture your speed of flight increases — the more creatures captured the faster the game becomes. Your speed also increases dramatically when you fly into the web, with the Hawk King hurtling towards the centre at near impossible speeds.

Head on collisions are most likely to happen at this point and it is often safer to remain near the outer edges where the pace is slower.

Control is by the stubby Vectrex joystick and I found it quite difficult to manoeuvre the Hawk

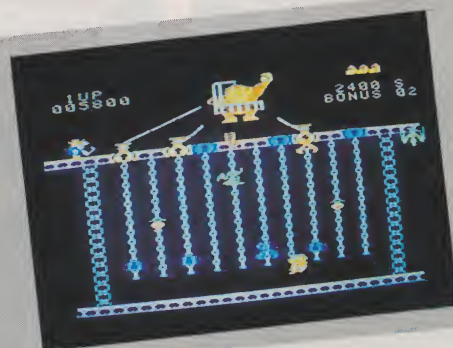
King accurately. However, this doesn't detract from Web Wars which is a very fast and addictive game.

Web Wars is produced for the Vectrex by Milton Bradley and is available from all leading retail outlets at £22.50.

### THE VERDICT

Best game yet for the ever improving Vectrex system.

- Action
- Graphics
- Addition
- Theme



DONKEY KONG JNR



KEYSTONE CAPERS



BATTLE ZONE



Q\*BERT



WEB WARS



HAPPY TRAILS





## MEET SON OF KONG!

Deep in the video game jungle Donkey Kong Junior is out to rescue his big daddy — captured by mean old Mario!

For those of you who haven't stumbled across this game in the arcades it's the sequel to Donkey Kong — and this conversion for the Coleco is a really close copy of the arcade original.

Junior has to travel from screen to screen grabbing keys to Papa Kong's cage. But Mario keeps pushing the cage away just when Junior is about to save his dad.

Once all the keys are in the locks Mario annoyingly sneaks away with Papa Kong once again — and Junior moves on to the final and most elaborate screen of the game. This screen includes a high powered jump board, moving platforms, chains and those nasty Nitpickers!

Little Kong has a few weapons to help him — but you'll have to play the game to find out what they are.

Once you've mastered these three screens the game goes back to screen one and the action gets faster and wilder!

I found the game exciting and challenging. This version is for on or two players and has four skill levels. Coleco's Donkey Kong Junior based on the original made by Nintendo, is available at £29.99.

### THE VERDICT

A challenging new addition to the Coleco range. Worth taking a look at.

- Action ↑↑↑↑↑
- Graphics ↑↑↑↑↑
- Addition ↑↑↑↑↑
- Theme ↑↑↑↑↑

## READY FOR THE TANKS?

It's taken a long time coming but Battle Zone has at last been converted for the Atari VCS.

One obvious and quite welcome change from the original machine is the inclusion of full

colour graphics.

Apart from the addition of colour the Atari cartridge follows the theme of the arcade original religiously. The top of the screen houses the radar scanner allowing the player to keep a track of the enemy's movements.

You control the last remaining tank in your company's division. The impossible task that faces you is to destroy the opposing tanks which attack from all directions, even from behind.

The tank can be moved in four directions left, right, forwards and backwards. Enemy tanks are destroyed by placing your gun sight over the target and firing a shell. Tanks that sneak up from behind have to be dealt with quickly because the enemy has no qualms about shooting you in the back.

As the game progresses hostile reinforcements are brought in. These include flying saucers which don't threaten your safety but are difficult to destroy and yellow space invader type creatures who move at speed.

One feature of the game I didn't like was the flashing effect produced after the tank had been blown up. I thought it was messy and after a few games it really started to get on my nerves.

### THE VERDICT

An excellent reproduction of the arcade original considering the limitations of the Atari VCS.

- Action ↑↑↑↑↑
- Graphics ↑↑↑↑↑
- Addition ↑↑↑↑↑
- Theme ↑↑↑↑↑

## CATCH THE ROBBER!

Stop thief! The whistle blows and Kelly the cop goes into action in this Cops 'n' Robbers game for the Atari VCS.

You play Kelly the Keystone Cop whose one aim in life is to stop Flash Harry Hooligan getting away with the loot. Kelly is responsible for all three floors of a department store and Flash Harry leads him on a mad chase through the building.

Various obstacles are placed in Kelly's path, including bouncing beach balls, low flying biplanes and rampant shopping trolleys, all of which our energetic cop has to avoid.

The more robbers Kelly catches the faster the game becomes. Shopping trolleys and planes whizzing towards the cop in convoys and at alarming speeds. The beach balls also bounce much higher and Kelly has to do some frantic leaping and dodging.

Kelly has three lives to each game and a time limit of 50 seconds to catch each robber.

Keystone Kapers is available from Activision for the Atari VCS at £27.95.

### THE VERDICT

An easy game to get into — but will the magic last?

- Action ↑↑↑↑↑
- Graphics ↑↑↑↑↑
- Addition ↑↑↑↑↑
- Theme ↑↑↑↑↑

## MR Q IS A WINNER

Cursing Q\*Bert swore he'd get out of the arcades and here he is smaller than life and just as volatile on the Colecovision.

If Q\*Bert's mutterings made him bad company in the arcades, his language hasn't modified much on the home screen either — but then he's still got just as much to swear about.

Coily's made the journey to the Coleco too as have all the rest of his dastardly cronies.

All the action takes place on a pyramid of cubes. Q\*Bert jumps around on the pyramid cubes' upturned faces, starting at the top and working his way around until he has visited every cube.

He is not only capable of turning the air blue, he can also turn the surfaces a different colour so it is easy to see where he's been.

But danger lurks in the guise of bouncing balls which drop down the pyramid and will finish off Q\*Bert (in a bout of bad language) should they meet. One of these, the purple Coily, does not bounce off the edge but turns into a snake at the end and sets off in pursuit of Q\*Bert. It looks grim but our hero can escape by jumping off the pyramid onto a hovering circle which lifts him back to the pyramid top. Coily, attempting to follow suit, falls to his death.

Every completed screen bring something new to the game and after four screens, level II offers a new challenge, this time the

squares have to be jumped on twice to achieve a clearance.

There's plenty of horrors, masses of addiction and lashings of good er ... clean fun for £34.95 from Parker, their first cartridge for the Coleco.

My only criticism resides in the suitability of the Coleco eight-way joystick for this game because it's all too easy to jump the wrong way and ... oh \*%\* ££-it!

### THE VERDICT

Rush out and get it!

- Action ↑↑↑↑↑
- Graphics ↑↑↑↑↑
- Addition ↑↑↑↑↑
- Theme ↑↑↑↑↑

## HAPPY TIME OUT WEST!

I long for a home where the buffalo roam and the sky is cloudy all day! Well maybe not. But Happy Trails, the latest game for the Intellivision will give you a taste for the Wild West.

Remember those little plastic games you used to get in Christmas crackers. The ones where you have to move small squares around in a bigger square to get the correct sequence of numbers, letters or colours. Well, Happy Trails is a bit like that. Except that this time you have to manipulate the squares to provide the hero of Happy Trails, the Sheriff of the Badlands, the most direct route to the villainous Black Bart and his stolen loot. You have to arrange the best route for the Sheriff so he can collect the cash and catch Bart.

As the game progresses the play area gets larger and the speed increases. This means that instead of being able to move four blocks of land to create a route you can have up to 32 pieces of the jigsaw puzzle that can be moved!

A splendid game incorporating speed of reaction with a large degree of strategy and planning.

Happy Trails is in the shops now at £29.95 for the Intellivision video games console.

### THE VERDICT

Best Intellivision release since Burgertime.

- Action ↑↑↑↑↑
- Graphics ↑↑↑↑↑
- Addition ↑↑↑↑↑
- Theme ↑↑↑↑↑



# The REAL Challenge!

## For your ORIC or SPECTRUM

**Jogger** Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and full action colour graphics.  
 Oric Author - Adrian Sheppard.  
 Spectrum Author - Mike Howard  
 Oric 48K - £6.95 Spectrum 16/48K - £4.95.

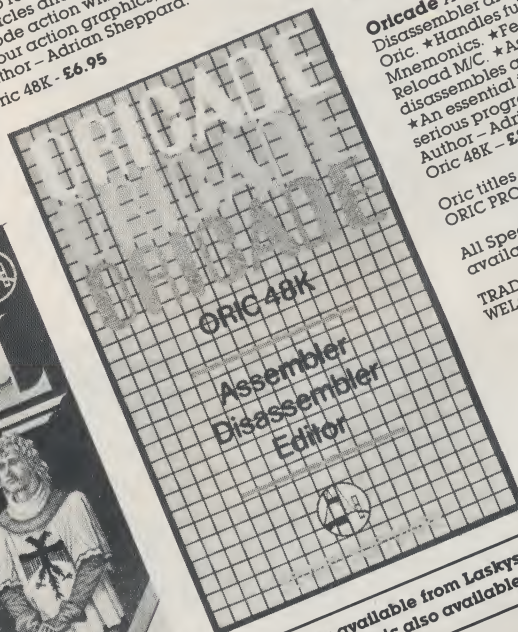


**Quincy** A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.  
 Author - Tony Churcher.  
 Spectrum 48K - £4.95.



**Dinky Kong** Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc.  
 Author - Adrian Sheppard.  
 Oric 48K - £6.95

**Grail** You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with, but if you are wounded your strength will drain away - many other features such as warp, jewels etc.  
 Author - Adrian Sheppard.  
 Oric 48K - £6.95.



**Orcade** A combined assembler Disassembler and editor for the Oric. \*Handles full 6502 Mnemonics. \*Features Save and Reload M/C. \*Assembles and disassembles at any address. \*An essential tool for any serious programmer.  
 Author - Adrian Sheppard.  
 Oric 48K - £8.50.

Oric titles recommended by ORIC PRODUCTS INT. LTD.  
 All Spectrum Software is available on Micronel 800.  
 TRADE ENQUIRIES WELCOME.

All Oric titles available from Laskys.  
 Dinky Kong for Oric also available from WH Smith.

I enclose Cheque/P.O. for £ \_\_\_\_\_ made payable to Severn Software

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 Overseas P&P add 50p.

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**SPECTRUM 16/48K**  
☐ Jogger @ £4.95  
☐ Quincy @ £4.95  
☐ Moria @ £4.95

**ORIC 48K**  
☐ Jogger @ £6.95  
☐ Dinky Kong @ £6.95  
☐ Moria @ £6.95  
☐ Orcade @ £8.50  
☐ Grail @ £6.95

**Moria** A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom - a game that will really test your character and staying power.  
 Oric Author - Adrian Sheppard.  
 Spectrum Author - Mike Howard  
 Oric 48K - £6.95 Spectrum 16/48K - £4.95.

**SEVERN SOFTWARE**  
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 GLOUCESTER GL15 5TA





# Easy to play, hard to beat, impossible to equal.



In numerous magazine surveys, and in a national daily, one chess computer was constantly named 'best buy.' The same computer, rated for skill by the U.S. Chess Federation, was officially placed in the top 15% of all club players.

The computer? Sensory Chess Challenger 9—from CGL. **NATURAL TALENT**

Sensory 9 makes play as natural as possible. Just a gentle press of the piece on the square tells the computer your move; its own move is marked with a discreet light and a 'beep'—or if you prefer, in silence. All you do is play.

## **TRAINING SKILLS**

Sensory 9 is not just a provocative opponent—it's a powerful teaching aid too. Try working through the 9 skill levels, changing levels in mid-game. Ask it to suggest

moves—show its thinking process—even change sides. It predicts Mate up to 7 moves ahead—verifies previous moves—and can take back up to 22 half-moves per game. Sensory 9 will even referee between two humans: useful for junior players!

## **PLUG-IN LIBRARY**

Another of the Sensory 9's important features is its ability to accept an increasingly wide range of plug-in cartridges, to update and enhance the computer's capability.

Already on cartridge you can add an extra 16,000 Book Opening moves; try Blitz Chess, Theoretical Chess Endings, Queens Gambit, or the Sicilian Variation... the list develops all the time.

## **THE MASTER'S CHOICE**

Whether you're a learner, a club player, or even a master, you can get so much out of the Sensory 9. Tighten your game; tackle problems; explore theory, or just play, in glorious solitude, anywhere: on mains, or battery power.

How much? Just £169.95 (rrp) including pieces, instruction manual and mains power adaptor. The Sensory 9 is just one of 8 CGL chess computers from pocket-size to table-top.

FOR FULL SPECIFICATIONS AND THE ADDRESS OF YOUR NEAREST STOCKIST, CONTACT SUE HAMPSHIRE AT THE ADDRESS BELOW.



COMPUTER GAMES LTD., CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR. TEL. 01-508 5600.





# BORED WITH BL

*Give your trigger finger a rest and take a look at an al  
in space. We look at a game that existed long before t*

**BY JONATHAN  
CALDER**

**Y**OU don't have to spend all your time on computers zapping aliens. When you've saved the universe from the forces of darkness a few hundred times, you might want to play a more intellectually challenging and rewarding game. If you do, then chess is one of the more obvious choices.

The fascination of the game of chess has lasted for centuries and, when it comes to individuals, this fascination tends to be lifelong. So it's a good bet that any money you spend on chess now will be an investment which will pay dividends for a long time to come.

This is why anyone who is interested in computers and also interested in chess should think very seriously about the latest generation of **dedicated** chess computers now available.

They bring the owner a whole fistful of benefits, not the least of which is an ever available opponent whenever you need one. How often have you wanted a game of chess but had no-one to play with?

The first question almost everyone asks about chess computers is "How good are they?". The answer to this is that state of the art chess computers are now as strong as very good chess club players at their very highest playing levels.

So unless you play chess seriously every week you almost certainly will be struggling to beat good chess computers on their top levels and will have a very searching game on their lower levels. In fact ultimate strength of play isn't all that should be considered by the would be purchaser by any means.

One really important point is to buy a chess computer that has a wide range of playing strengths so that not only can you be sure of finding a level that will give you an even well balanced game but that other members of your family can play at levels appropriate to them.

Such a computer should also give you the choice of a game lasting a few minutes — useful for lightning chess fanatics — or a whole evening.

Another feature that you should be looking for is the ability to update the machine. In the early years of chess computers (even until last year) the state of the art developed so quickly that anyone who bought a chess computer found that something much better came on to the market about six months later.

Nowadays the best chess computer, like CONCHES, have both their prog-

ram and their micro-processor in a detachable cartridge. This means that the owner can take advantage of any developments in chess programming or micro-chip technology at a fraction of the cost of a new chess computer.

All he has to do is buy a new cartridge as and when he feels inclined in order to keep fully up to date with developments. You should certainly look for this comprehensive updatability in any machine you buy — it will save you money.

If then you're buying a machine to last in effect a lifetime then you really ought to be thinking of its appearance too. You want a machine that can happily be out on display in the home, almost as part of the furniture, and not a Heath Robinson version that has to be hidden away whenever you've finished playing with it.

This points you towards a chess computer finished in wood rather than one of the "high-tech" machines. After all, nowadays, there is no need to let everybody know you are a computer freak, computers in the home are no longer remarkable.

Producing a machine that can play chess like a grand master — still an unfulfilled dream — has always been the ultimate challenge.

In the 1960s and early 1970s a number of quite strong Chess programs were developed on huge number crunching mainframe processors.

Nowadays however, a Chess playing computer doesn't have to be the size of a small house. The advance of micro-chip technology has meant that you can have a free standing — or dedicated — Chess computer sitting on your living room table. Over the five years that these have been available, great strides have been made. Below we offer you a guide to what is available today.

#### **Challenger**

A series of American machines, ranging from the weakest to the strongest of available computers. The buyer should be careful as there are a lot of outdated models still about, but the more recent machines represent good value.

#### **CONCHES**

International design. The cheapest fully sensory boards available and the only machines yet to appear with updatable hardware as well as software. All this together with a strong program

Not only should you look for a computer that is good to look at, you also should seek one that is easy to play with. The best sort of computers are the fully automatically sensory ones. You simply pick up a piece and move it in the normal chess way. The computer senses automatically which square you have moved your piece from and to.

These have no squares to push down; no buttons to press, or keys to punch. Anything less than this ideal arrangement is likely to become unnecessarily irksome and tedious over the years.

There are a number of very cheap machines on the market, some of them costing as little as £20-£30, but if you're thinking of getting one of these you should be clear what you would be buying. These are executive toys, either suitable for beginners or as an ideal thing for long flights, but they have little to offer the more serious minded chess player. To get a good chess computer you must be prepared to pay at least £150.

A lot of people will tell you that there is no need to get a dedicated machine at all; you need only buy a chess program for your home computer. This is, of course, a much cheaper option, but then you would be getting a great deal less

with delightfully designed classic rosewood boards have made these machines a best seller.

#### **Mephisto**

A German machine equipped with a program that makes some attempt to follow human thought processes. As yet the results have been relatively disappointing especially as the models are quite a bit more expensive than most.

#### **NOVAG**

Made in Hong Kong, this range of cheaper machines vary greatly in performance. The Constellation is by all reports a strong program. How reliable it will be remains to be seen — some of the earlier models from other Hong Kong manufacturers were a problem in this area.

#### **La Regence**

This French machine is about to appear in Britain. Early reports of it are encouraging with a good program and an elegantly designed board.

#### **Scisys**

Again a range of machines appears under this name. Their Mark VI may appeal to the Chess fanatic because of its comprehensive range of features, but the average player may find it all a bit bewildering.



# LASTING?

*an alternative to all those shoot-outs  
with those little green men*

for your money.

It is safe to say that no program for a home computer is as good as a top class dedicated machine. This is partly because a lot of the power and the memory in a micro-program are taken up in handling the graphic display and partly because, while the manufacturer of a dedicated chess computer lives or dies by the quality of its program, to a software house, a chess program will be only one among hundreds of a variety of products.

It should also be remembered that playing chess on a screen is a lot more difficult than playing on a real board, (especially given some of the graphics one sees even now); it's a lot harder to visualise possibilities, for instance. Chess really is a three dimensional game where one needs and wants to be able to handle and feel the pieces on a good sized board.

Contemporary Chess Computers will be more than pleased to provide any further information about chess computers. Telephone or write to Contemporary Chess Computers, 2-3 Noble Corner (Off Upper Sutton Lane), Great West Road, Middlesex TW5 0PA. (Tel: 01-577 1700).



Three of the Contemporary Chess Computers range. Top, the Ambassador. Centre, the smallest model in the range called the Escorter, and finally, the top of the range Monarch.



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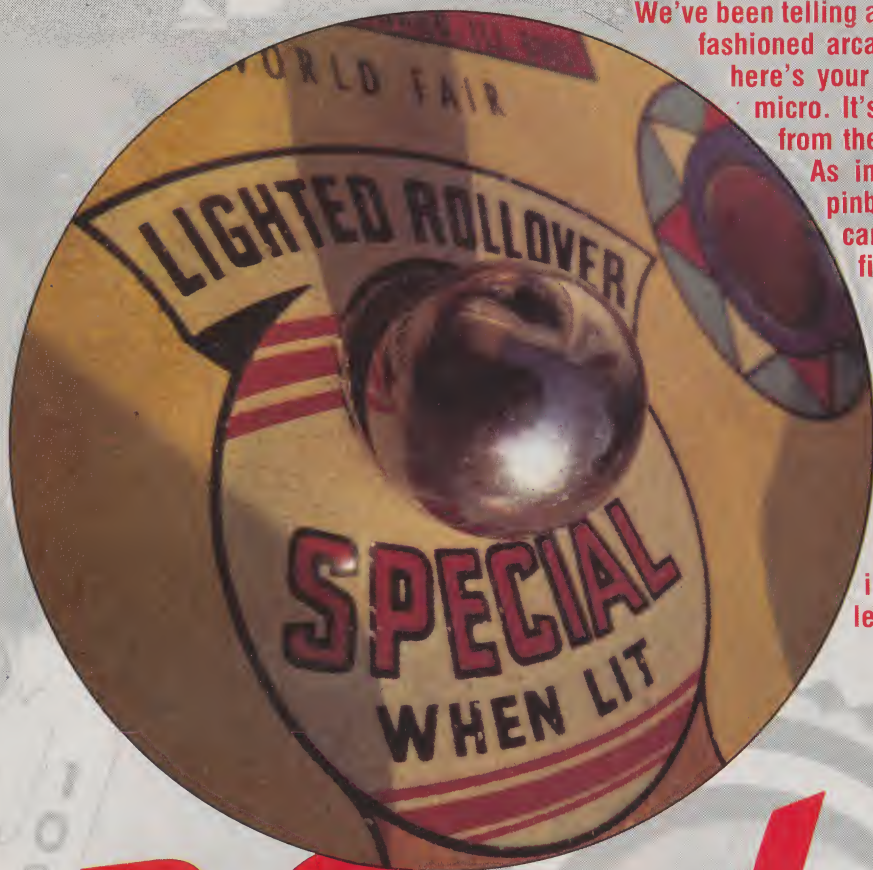


PRICES RANGE FROM £4.99 to £24.95 INC. VAT.

For more information, a catalogue of VIC software and details of your local retailers or dealers, please phone or complete the coupon and send to:  
The Commodore Information Centre,  
675 Ajax Avenue, Slough, Berkshire SL1 4BG.  
Telephone: Slough (0753) 79292.

VCCVG1183





We've been telling all you vidkids out there just how good that old fashioned arcade game Pinball is for some time now. But here's your chance to get a taste of the game on your micro. It's got all the features of the original — apart from the colourful cabinet and backslash that is!

As in the arcade original the main aim of this pinball game is to score as many points as you can. You get five balls to play with. The playfield includes several bumpers and targets which score varying points when you hit them. A major difference from the arcade machine is the bat you get at the bottom of the playfield which replaces the usual flippers on proper pinball machines.

The bat is controlled by the Z and C keys. Accurate positioning of the bat in key positions will score high points. There is a two player option and a high score routine. To increase the speed of the bat and ball simply leave out the REM statements.

# Pinball



BY JIM WILLEY

RUNS ON A SHARP MZ80K IN 4K



766 FRINT"

Photographs by Keith Temple



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730 PRINT"
740 PRINT"
750 PRINT"
760 PRINT"
770 PRINT"
780 PRINT"
790 PRINT"
800 REM*****PIN-ROUTINE*****
810 POKE X+Y+X1,74
820 SC(J)=SC(J)+200:GOSUB1020:MUSIC"E1"
830 POKE X+Y+X1,68
840 X1=X1*-1:Y1=SGN(INT(RND(1)*5)-1)*40
850 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN840
860 RETURN
870 POKE X+Y+X1+Y1,74
880 SC(J)=SC(J)+200:GOSUB1020:MUSIC"E1"
890 POKE X+Y+X1+Y1,68
900 X1=INT(RND(1)*3)-1:Y1=Y1*-1
910 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN900
920 RETURN
930 POKE X+Y,64
940 FORH=1TO10
950 POKE X+Y+X1+Y1,107
960 SC(J)=SC(J)+300:GOSUB1020
970 POKE X+Y+X1+Y1,72
980 USR(68)
990 NEXTH
1000 MUSIC"A1":X1=0:Y1=40:RETURN
1010 REM*****SCORE-ROUTINE*****
1020 PRINT"000";TAB(T(J)):SC(J):RETURN
1030 REM*****LOST-BALL-ROUTINE*****
1040 FORH=1TO30:POKE55197+H,164:MUSIC"A1":NEXTH:MUSIC"B1"
1050 X1=1:Y1=0:Y=Y+1
1060 POKE X+Y-X1-Y1,64:POKE X+Y,71
1070 FORH=1TO50:NEXTH
1080 X=X+X1:Y=Y+Y1
1090 IF(PEEK(X+Y)=208)+(PEEK(X+Y)=71)THEN1110
1100 GOTO1060
1110 FORH=30TO1STEP-1:POKE55197+H,165:MUSIC"B1":NEXTH
1120 IF(PL=2)*(J=1)THENPOKE54082+B,71
1130 IFPL=1THENB=B-1
1140 RETURN
1150 REM*****LOAD-BALL-ROUTINE*****
1160 FLAG=1
1170 GETZ#
1180 IFPEEK(17828)=32THENPOKE54077,64:POKE54117,80:POKE53556,64
1190 IFPEEK(17828)=32THENPOKE54077,71:POKE54082+B,64:FLAG=0:GOTO1170
1200 IFFLAG=1THEN1170
1210 IF(PL=2)*(J=2)THENB=B-1
1220 POKE54117,64:POKE54077,80
1230 X=54037:Y=0:X1=0:Y1=-40
1240 FORH=1TO11:X=X+X1:Y=Y+Y1:POKE X+Y-X1-Y1,64:POKE X+Y,71:NEXTH
1250 X1=-1:Y1=-40
1260 X=X+X1:Y=Y+Y1:POKE X+Y-X1-Y1,64:POKE X+Y,71
1270 X=X+X1:Y=Y+Y1:POKE X+Y-X1-Y1,68:POKE X+Y,71:RETURN

```





```

10 GO SUB 9000: REM graphics
20 LET h=0: BORDER 0: PAPER 4:
CLS
30 CLS : PRINT AT 0,8;"drABBIT
RAIDd": GO SUB 8500: REM initia
ze
40 LET s=0: PRINT #0;"weasel s
peed (1=fast-9=slow)": PAUSE 0:
LET k=CODE INKEY$-48: IF NOT k O
R k>9 THEN INPUT "
": GO TO 40
50 INPUT "
"
60 LET v=5: LET w=5
70 FOR n=1 TO 5: PRINT AT n,0:
PAPER 5,,,: NEXT n
75 PRINT AT 2,15: PAPER 8;"HI
";h
80 LET x=20: LET y=29
100 FOR j=29 TO 1 STEP -1: PRIN
T AT 5,j: PAPER 5: INK 4;" f":AT
5,j: INK 0;"e"
110 GO SUB 200: REM move rabbit
120 PRINT AT x,y: PAPER 8: INK
7;"b"
125 LET s=s+1: PRINT PAPER 5:A
T 2,0;"1UP ":s
130 BEEP .0005,60
135 IF x=v AND y=w THEN GO TO
7000
140 GO SUB 300: REM alter maze
145 LET k=k-.001
150 IF x=5 AND y=j THEN GO TO
7000
160 GO SUB 400: PRINT AT v,w: P
APER 8: INK 6;"a":

```

```

170 PRINT AT x,y: PAPER 8;" "
180 NEXT j
190 PRINT AT 5,1: PAPER 5: INK
4;"f": GO TO 100
200 IF INKEY$="5" AND m$(x,y-1)
<>"h" THEN LET y=y-1
210 IF INKEY$="8" AND m$(x,y+1)
<>"h" THEN LET y=y+1
220 IF INKEY$="7" AND m$(x-1,y)
<>"h" THEN LET x=x-1
230 IF INKEY$="6" AND m$(x+1,y)
<>"h" THEN LET x=x+1
235 IF m$(x,y)="f" THEN LET s=
s+10
240 IF m$(x,y)="g" THEN GO TO
7000
250 IF m$(x,y)="d" THEN LET s=
s+100: LET m$(x,y)=" ": BEEP 0.5
,0: BEEP 0.0125,30
299 RETURN
300 IF RND<.9 THEN RETURN
305 LET a=INT (RND*14)+6: LET b
=INT (RND*27)+2
307 IF RND<.5 THEN GO TO 320
310 LET m$(a,b)="h": PRINT AT a
,b;"h"
315 RETURN
320 LET m$(a,b)="g": PRINT AT a
,b;"g"
325 IF RND<.7 THEN RETURN
330 LET m$(a,b)="d": PRINT AT a
,b: INK RND*3;"d"
399 RETURN
400 PRINT PAPER 8:AT v,w;m$(v,
w)

```



BY RICHARD CLEGG

RUNS ON A SPECTRUM IN 16K



Peter Rabbit never had to put up with this! Here I am stuck in this maze of a rabbit warren, hunting for the rest of the bunnies while a nasty little weasel snaps at my fluffy white bob-tail! Fortunately there are a few nice cabbages to munch at as I rush through the warren chased by that awful weasel.

I also have to watch out for ferret holes too — as if I didn't already have enough to worry about! That lot from *Watership Down* didn't know when they were well off! I'll have to dash — the lawnmower is coming!

Can you help Benjamin Bunny make his way through the maze-like rabbit warren picking up bonus bunnies and munching cabbages along the way?

#### Variables

h = high score.	30 2 graphic "D"s
s = score.	100 graphic "F" and graphic "E"
k = weasel speed.	120 graphic "B"
v, w = weasel location.	160 graphic "A"
x, y = rabbit location.	190, 200, 210, 220 graphic "H"
j = loop to. print lawnmower	235 graphic "F"
MS = string for maze.	240 graphic "G"
a, b = position to change maze.	250 graphic "D"
g = graphic loop.	310 2 graphic "H"s
l = general purpose loop.	320 2 graphic "G"s
	330 2 graphic "D"s
	8505 52 graphic "H"s
	8520 32 graphic "H"s
	8525 graphic "H"
	30 graphic "F"s
	graphic "H"

# Rabbit Raid

```

410 IF RND<(k/10) THEN RETURN
420 IF x<v THEN LET v=v-1
430 IF x>v THEN LET v=v+1
440 IF y>w THEN LET w=w+1
450 IF y<w THEN LET w=w-1
460 IF x=v AND y=w THEN GO TO 7000
470 RETURN
7000 FOR l=15 TO 1 STEP -1: BEEP
0.01,l: NEXT l: CLS: PRINT "SC
ORE:";s: IF s>h THEN PRINT "A N
EW HI'SCORE": LET h=s
7010 PRINT "PRESS ANY KEY FOR AN
OTHER GAME": PAUSE 0
7015 CLS
7020 GO TO 30
8500 DIM m$(21,31)
8505 LET m$(21)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhhhhhh"
8510 FOR n=5 TO 21: LET m$(n,1)=
"h": LET m$(n,31)="h": NEXT n
8520 LET m$(4)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhhhh"
8525 LET m$(5)="hfffffffffffffffff
fffffffffffffffffh"
8530 FOR n=1 TO 100: LET m$(INT
(RND*14)+6,INT (RND*30)+1)="h":
NEXT n
8540 FOR n=6 TO 21: PRINT AT n,0
;" ";m$(n): NEXT n

```

```

8550 RETURN
9000 FOR g=1 TO 7: READ a$: FOR
n=0 TO 7: READ a: POKE USR a$+n,
a: NEXT n: NEXT g
9010 DATA "A",0,BIN 01000010,BIN
01100110,BIN 01111110,BIN 01011
010,BIN 01111110,BIN 01000010,BI
N 01111110
9020 DATA "B",0,BIN 00100100,BIN
00100100,BIN 00111100,BIN 11011
011,BIN 01111110,BIN 11000011,BI
N 00111100
9030 DATA "D",BIN 00100100,BIN 0
0100100,BIN 00111100,BIN 0101101
0,BIN 00111100,BIN 01111110,BIN
01111110,BIN 00111100
9040 DATA "E",BIN 00001000,BIN 0
0000100,BIN 00001010,BIN 0001000
1,BIN 01110000,BIN 11110000,BIN
11110000,BIN 01100000
9050 DATA "F",0,0,0,0,BIN 000110
00,BIN 00111100,BIN 00111100,BIN
00011000
9060 DATA "G",BIN 00111100,BIN 0
1111110,255,255,255,255,BIN 0111
1110,BIN 00111100
9070 DATA "H",0,0,BIN 00011000,B
IN 00111100,BIN 00111100,BIN 000
11000,0,0
9499 RETURN

```



# VISIONS

## Stop press — Lightning Strikes

Visions have signed a major distribution deal with Prism Microproducts, and Lightning Records to ensure that everyone has a chance to try their video games. Over 2000 retail outlets throughout the UK now stock Visions products — and there are more to come!



Jon Burnham

## Chrome, Sweet Chrome

From the start, Visions took the decision that all their games would be reproduced only on chrome tape. "This way," says Martin Parmiter, "we can ensure that our tapes have a lower failure rate than any others on the market." This is due to our unique tape reproduction facility developed from our previous company, Dataclone," says co-director Jon Burnham, who was actually responsible for the tape duplication machines.



Sean de Bray

## Visions makes major breakthrough in video games war

Chiswick based Visions is moving into the video games market in a big way with a new range of exciting and radically different games.

The games, which include Pitman 7, Sheer Panic and Visions Snooker are being marketed by a young company which is a really major impact on a challenging world.

Visions managing director, Sean de Bray, explains: "We're using a new pool of highly imaginative young producers who are just bursting with ideas for revolutionary dif-

ferently constantly recruit their gifts and ideas and e."



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Martin Parmiter

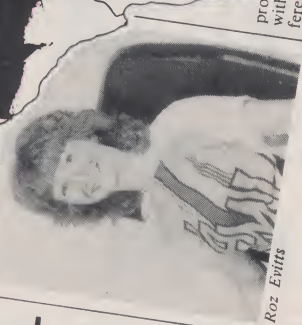
## DEAR DIARY VISIONS MEANS BUSINESS

### NEXT ISSUE

**RAPEDES**  
(THE CENTIPEDES REVENGE)  
**DARE DEVIL DENNIS**  
**SOUND STUDIO**  
**PAINT BOX**

### Roz is Boz

Glamorous Roz Evitts is in charge of marketing and publicity for Visions. She's responsible for their total media image. A job for which her previous experience as a journalist on the London Evening Standard on her perfect experience.



Roz Evitts

### Past it at 17?

John Brown, 22 is the grandad of Visions programmers. Known as 'Pop' in the trade, he is thought to be the oldest surviving programmer in the civilised western world. David Jones (I'm nearly 16 — but mum age for programmers to be around 17. Although he, too, foresees the day when whizz-kid multi-millionaire ten month olds will be having their floppy disks changed as often as their nappies.

With Prism Microproducts and Prisms Records to ensure that has a chance to try their wares. Over 2000 retail outlets

*Visions*

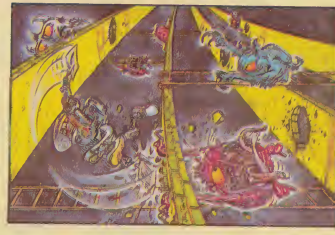
# ARE BREAKING THROUGH THE INCREDIBILITY GAP

Visions **Pitman 7** is just one of 3 new exciting games from Visions. It takes you to the very depths of your imagination and maybe back again. With two separate attack waves and three levels of play, only the strongest survive. The weakest are doomed to a tomb. **Pitman Seven**. It's tough, it's challenging. Visions **Pitman 7**. Like **Sheer Panic** and **Snooker**. They're games with a difference. The difference is, they come from Visions. The ultimate name in video games.

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# Mr. Chip

## SOFTWARE

### VIC 20

#### GAMES AND UTILITIES

##### JACKPOT

This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap & nasty". Home Computing Weekly No. 20 19/7/83. For the unexp. Vic 20 **£5.50**

**KWAZY KWAKS** — Accuracy and speed are required for this shooting gallery, superb use of colour and graphics in this new and challenging game from the author of "JACKPOT", 100% machine code program, to the same high standard, joystick or keyboard control. For the unexpanded VIC, (available now) **£5.50**

**SNAKE BYTE** — Guide your every hungry snake round the screen, eating the flies and wasps, to stay alive you must avoid the deadly mushrooms, quick reactions are required for this biting game, keyboard control, for the unexpanded VIC, (available now) **£5.50**

**PACMANIA** — Choose your own game from the following options — difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expanded Vic only, (available now) **£5.50**

##### BUGSY (Joystick Only)

This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stone but avoid bumping into him or it's sudden death! An original compulsive and challenging game. **£5.50**

##### MINI-ROULETTE — PONTOON — HI-LOW

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes **£5.50**

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### COMMODORE 64

#### GAMES AND UTILITIES

**WESTMINSTER** — A game for up to four players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specifically written for the computer, why play on your own, have fun with your family and friends playing WESTMINSTER ..... **£5.50** (available now)

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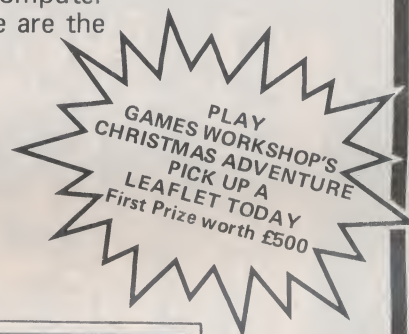
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The tunnel is almost complete and we have all the equipment together ready for the escape attempt tonight. We hope that it's cloudy — the tunnel exit is very close to the castle wall and any moonlight would make it easy for the guards to spot us as we run for the trees ... All we can do now is wait ...

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```
10 REM COLDITZ CASTLE
30 GOSUB 1930
40 FOR I=1 TO N
50 LET D=INT (RND*5)+1
60 LET X=D
70 GOSUB 1890
80 PRINT N$(I); " MOVE ";D;" 5T
EP"; "S" AND D>1; "
90 IF D<>1 AND D<>5 THEN GOTO
175
100 LET S=RND
110 LET R=S
120 IF S>.08 THEN LET R=4
130 IF S>.28 THEN LET R=3
140 IF S>.51 THEN LET R=2
150 IF S>.74 THEN LET R=1
160 PRINT "YOU GAINED ";E$(R)
170 LET E(I,R)=E(I,R)+1
175 GOSUB 1850
180 GOSUB 1890
190 PRINT "ENTER COORDINATES OF
THE P.O.W."
200 PRINT "THAT YOU WISH TO MOV
E"
205 LET P=0
210 INPUT I$
220 IF LEN I$<2 OR LEN I$>3 THE
N GOTO 860
230 IF CODE I$(LEN I$)<38 OR CO
DE I$(LEN I$)>56 THEN GOTO 860
240 FOR V=1 TO LEN I$-1
250 IF CODE I$(V)<28 OR CODE I$
(V)>37 THEN GOTO 860
260 NEXT V
270 LET PY=CODE I$(LEN I$)-37
280 LET PX=VAL I$(1 TO LEN I$-1)
290 IF PX<1 OR PX>31 THEN GOTO
860
300 IF PEEK (DF+PX+PY*33)<>CODE
N$(I)+128 AND PEEK (DF+PX+PY*33)
<>CODE N$(I) THEN GOTO 860
310 FOR J=1 TO 4
320 IF P(I,J)=PX+33*PY THEN GOT
O 340
330 NEXT J
340 GOSUB 1890
350 PRINT "STEP ";X-D+1; "ENTER
DIRECTION"
360 PRINT "OR 9 TO MOVE A DIFFE
RENT P.O.W."
370 INPUT M$
380 IF LEN M$<>1 OR CODE M$(28
OR CODE M$>37 THEN GOTO 866
390 LET M=VAL M$
400 IF M<>9 THEN GOTO 430
410 IF D>0 AND P<>8 THEN GOTO 1
80
420 GOTO 830+(P<>8)*200
430 LET Z=P(I,J)
450 IF M=5 AND PX>1 THEN LET Z=
Z-1
460 IF M=8 AND PX<31 THEN LET Z
=Z+1
```



# COLDITZ CASTLE

RUNS ON A ZX81 IN 16K

BY R. JONES

```

470 IF M=6 AND PY<19 THEN LET Z
=Z+33
480 IF M=7 AND PY>1 THEN LET Z=
Z-33
490 IF Z=P(I,J) THEN GOTO 865
500 LET P=PEEK (DF+Z)
510 IF (C$(I,J)="." OR C$(I,J)=
"0") AND P<>27 AND P<>57 THEN GO
TO 865
520 IF P=185 THEN GOTO 720
530 IF P=183 OR P=55 THEN GOTO
590
540 IF P=181 THEN GOTO 630
550 IF P=176 THEN GOTO 660
560 IF P=60 THEN GOTO 690
570 IF P<>136 AND P<>57 AND P<
8 AND P<>8 AND P<>56 AND P<>27 T
HEN GOTO 865
580 GOTO 760
590 LET Y=1+(P=183)
600 IF E(I,1)<Y THEN GOTO 695
610 LET E(I,1)=E(I,1)-Y
620 GOTO 770
630 IF E(I,2)=0 THEN GOTO 695
640 LET E(I,2)=E(I,2)-1
650 GOTO 770
660 IF E(I,3)=0 THEN GOTO 695
670 LET E(I,3)=E(I,3)-1
680 GOTO 770
690 IF E(I,4)=0 THEN GOTO 695
700 LET E(I,4)=E(I,4)-1
710 GOTO 770
720 IF E(I,5)=0 THEN GOTO 695
730 LET E(I,5)=E(I,5)-1
740 LET Z=Z-SGN (Z-404)+5
750 GOTO 770
760 IF P=57 THEN GOTO 1750
770 POKE DF+P(I,J),CODE C$(I,J)
777 LET D=D-1
780 LET P(I,J)=Z
790 LET C$(I,J)=CHR$ P
800 POKE DF+Z,CODE N$(I)+128+(P
=56)
810 LET I$=STR$ (Z-INT (Z/33)+3
)+CHR$ (37+INT (Z/33))
820 GOTO 270+560*(D=0)+200*(D=0
AND P<>8)
830 GOSUB 1890
840 PRINT "REVEALED BY A FLASHL
IGHT."
845 GOSUB 1850
850 GOTO 910
860 GOSUB 1890
861 LET S=0
862 GOTO 870
866 LET S=160
868 GOSUB 1890
870 PRINT "ILLEGAL MOVE.TRY AGA
IN."
880 GOSUB 1850
890 IF D>0 THEN GOTO 180+5
895 GOSUB 1890

```



```

900 PRINT "MAN WITHOUT ESCAPE E
QUIPMENT."
910 PRINT "RETURNED TO CENTRAL
COURTYARD."
912 GOSUB 1850
915 LET CX=INT (RND*4)+16
920 LET CY=INT (RND*4)+9
925 IF PEEK (DF+33*CY+CX) (>)136
THEN GOTO 915
930 FOR D=1 TO 5
935 POKE DF+P(I,J),CODE N$(I)+1
28
940 POKE DF+P(I,J),CODE N$(I)
950 NEXT D
960 POKE DF+P(I,J),CODE C$(I,J)
970 LET P(I,J)=33*CY+CX
980 LET C$(I,J)=" "
990 FOR D=1 TO 5
995 POKE DF+P(I,J),CODE N$(I)+1
28
1000 POKE DF+P(I,J),CODE N$(I)
1002 NEXT D
1030 NEXT I
1040 GOSUB 1890
1050 LET D=INT (RND*5)+1
1060 LET X=D
1070 PRINT "GERMANS CAN MOVE ";D
;" STEP";"S" AND D>1;"."
1075 GOSUB 1850
1080 GOSUB 1890
1090 PRINT "ENTER COORDINATES OF
THE GERMAN"
1100 PRINT "THAT YOU WISH TO MOV
E:"
1110 INPUT I$
1120 IF LEN I$<2 OR LEN I$>3 OR
CODE I$(LEN I$)<38 OR CODE I$(LE
N I$)>56 THEN GOTO 1720
1130 FOR V=1 TO LEN I$-1
1140 IF CODE I$(V)<28 OR CODE I$
(V)>37 THEN GOTO 1720
1150 NEXT V
1160 LET PY=CODE I$(LEN I$)-37
1170 LET PX=VAL I$(1 TO LEN I$-1)
1180 IF PX<1 OR PX>31 THEN GOTO
1720
1190 IF PEEK (DF+PX+33*PY)<44 T
HEN GOTO 1720
1200 FOR J=1 TO N+2+3
1210 IF G(J)=PX+PY*33 THEN GOTO
1230
1220 NEXT J
1230 GOSUB 1890
1240 PRINT "STEP ";X-D+1;" ENTER
DIRECTION"
1250 PRINT "OR 9 TO MOVE A DIFFE
RENT GERMAN."
1260 INPUT M$
1270 IF LEN M$<>1 OR CODE M$(33
OR CODE M$>37 THEN GOTO 1720
1280 LET M=VAL M$
1290 IF M=9 THEN GOTO 1080+(D=0)
#530
1300 LET Z=G(J)
1320 IF M=5 AND PX>1 THEN LET Z=
Z-1
1330 IF M=8 AND PX<31 THEN LET Z
=Z+1
1340 IF M=6 AND PY<19 THEN LET Z
=Z+33
1350 IF M=7 AND PY>1 THEN LET Z=
Z-33
1360 IF Z=G(J) THEN GOTO 1727
1370 LET P=PEEK (DF+Z)
1380 IF P<>38 AND P<>42 AND P<>4
3 AND P<>40 THEN GOTO 1650
1390 FOR I=1 TO 4
1400 FOR K=1 TO 4
1410 IF Z=P(I,K) THEN GOTO 1440
1420 NEXT K
1430 NEXT I
1440 IF C$(I,K)="S" OR C$(I,K)="
" THEN GOTO 1727

```





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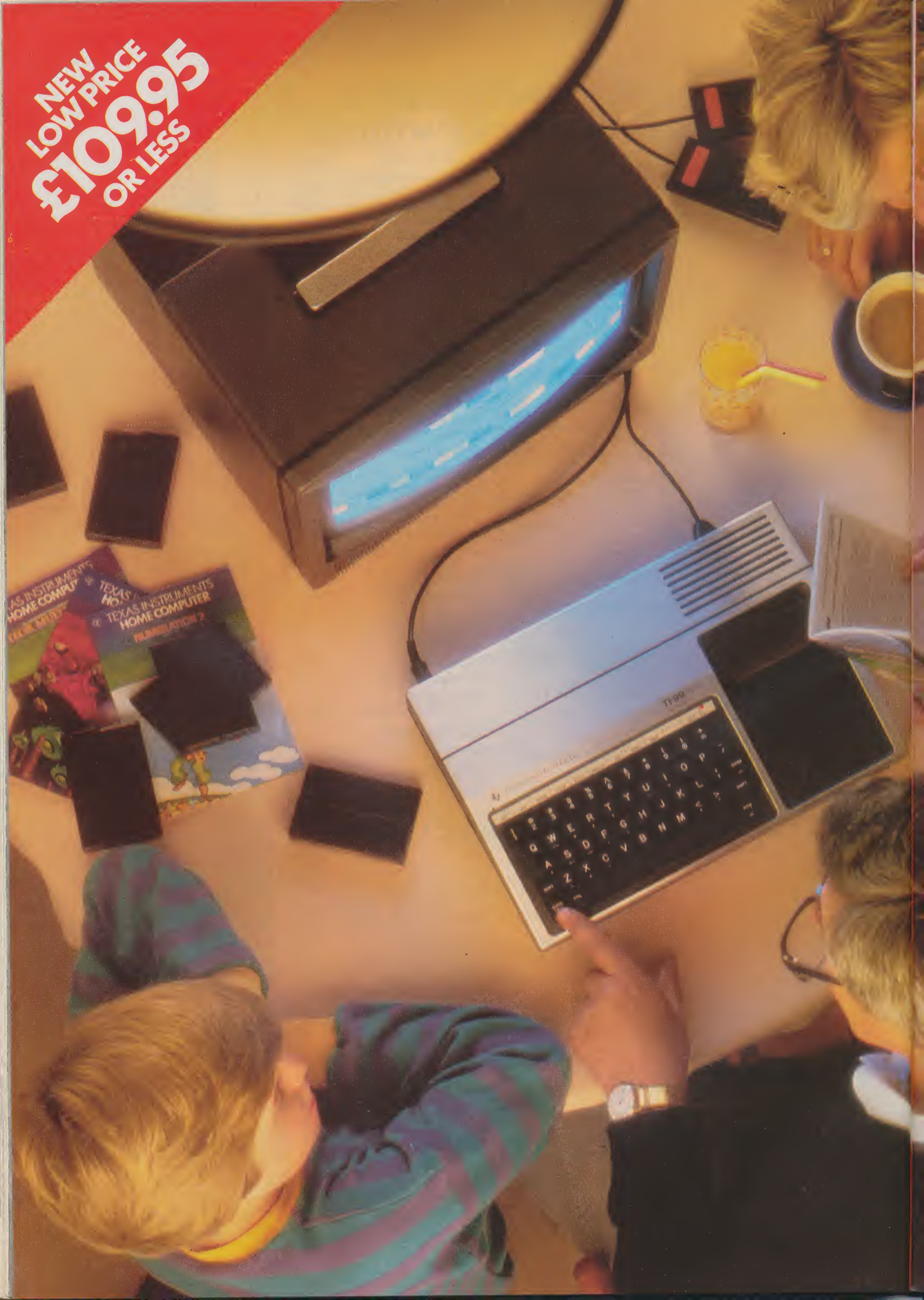
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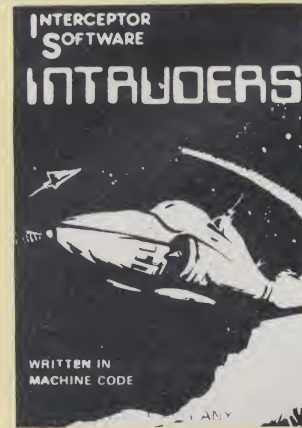
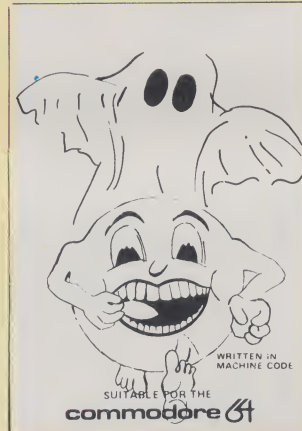
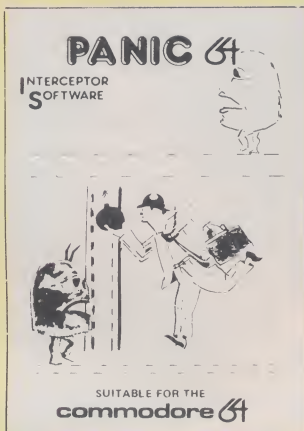
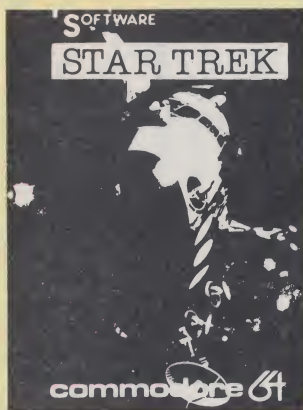
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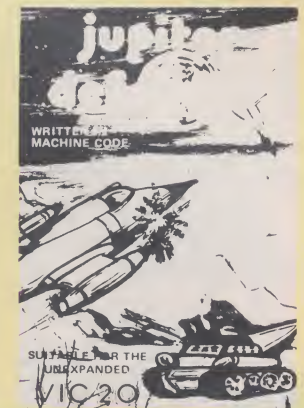
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```

1450 GOSUB 1890
1460 PRINT N$(I); " P.O.W. CAPTUR
ED."
1470 PRINT "RETURNED TO CENTRAL
COURTYARD."
1480 LET CX=INT (RND*4)+16
1490 LET CY=INT (RND*4)+9
1500 IF PEEK (DF+CX+33*CY) <> 136
THEN GOTO 1480
1510 FOR D=1 TO 5
1520 POKE DF+P(I,K),CODE N$(I)+
28
1530 POKE DF+P(I,K),CODE N$(I)
1540 NEXT D
1550 LET P(I,K)=33*CY+CX
1560 FOR D=1 TO 5
1570 POKE DF+P(I,K),CODE N$(I)+1
28
1580 POKE DF+P(I,K),CODE N$(I)
1590 NEXT D
1600 POKE DF+Z,44
1610 POKE DF+G(J),CODE G$(J)
1620 LET G$(J)=C$(I,K)
1630 LET C$(I,K)=" "
1640 LET G(J)=Z
1650 GOTO 1740
1660 IF P<>55 AND P<>56 AND P<>57 AN
AND P<>8 AND P<>27 AND P<>57 AN
D P<>60 AND P<>176 AND P<>181 AN
D P<>183 THEN GOTO 1727
1670 POKE DF+Z,44
1680 POKE DF+G(J),CODE G$(J)
1690 LET G(J)=Z
1700 LET G$(J)=CHR$ P
1702 LET D=D-1
1705 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
1710 GOTO 1230-(D=0)*1190
1720 GOSUB 1890
1723 LET S=0
1725 GOTO 1730
1728 LET S=150
1729 GOSUB 1890
1730 PRINT "ILLEGAL MOVE.TRY AGA
IN."
1731 GOSUB 1880
1732 GOTO 1090+S
1740 GOSUB 1880
1750 GOTO 40
1760 GOSUB 1890
1764 POKE DF+P(I,J),27
1766 POKE DF+Z,CODE N$(I)
1770 PRINT "END OF GAME.A PRISON
ER HAS"
1780 PRINT "ESCAPED.ANOTHER GAME
? Y OR N."
1790 INPUT V$
1800 IF CODE V$=51 THEN STOP
1810 IF CODE V$<>62 THEN GOTO 17
30
1820 CLS
1830 CLEAR
1840 GOTO 10
1850 FOR L=1 TO 60
1860 NEXT L
1870 RETURN
1880 GOSUB 1850
1890 PRINT AT 20,0;"..
1900 PRINT AT 21,0;"..
1910 PRINT AT 19,0
1920 RETURN
1930 PRINT "COLDITZ CASTLE"
1940 PRINT AT 3,0;"WOULD YOU LIK
E INSTRUCTIONS?"
1950 INPUT V$
1960 IF CODE V$=51 THEN GOTO 237
0
1970 IF CODE V$<>62 THEN GOTO 19
40
1980 CLS
1990 PRINT "BETWEEN 2 AND 5 PEOP
LE MAY PLAY"

```





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# SPECTRUM GAMES

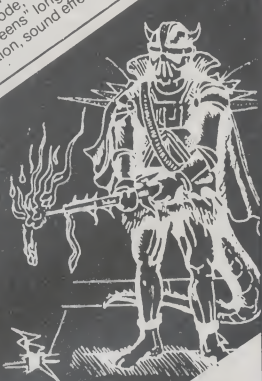
from **MICROMANIA**



**100% MACHINE CODE ACTION**  
48K SPECTRUM ONLY—The treasures of TUTANKHAMUN are awesome—but so are the creatures that guard them. Explore the pharaoh's tomb which is a very large series of scrolling mazes separated by locked doors. You have a limited time to unlock the doors with the keys, and escape with the treasure. Luckily you are armed with lasers and smart bombs as you will have to face a horde of guardian cobras, spiders, skulls, monsters and mummies. TUTANKHAMUN is what you'd expect from Micromania—fast, furious arcade action—packed full of arcade features: 100% machine code, fast, smooth, hires keys, treasures, maps, level selection, sound effects and tunes.

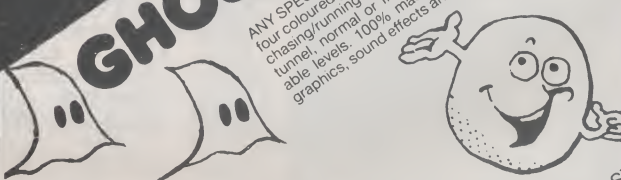
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The fastest, meanest robot shoot-out game ever. Based on the arcade game that made Defender look tame, CYBOTRON is impossible to beat—only speed and skill can save you from the chaotic robots. Packed full of features: Four types of robots, bombs, multi-directional plasma lasers, up to 50 robots on screen, 100% machine code, a game that will test your reactions to the limit. ANY SPECTRUM.



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ANY SPECTRUM. Full arcade features; realistic gobbling, four coloured ghosts, dot and power pods, very intelligent chasing/running ghosts, eat blue ghosts for bonuses, tunnel, normal or INVISIBLE maze, 10 different selectable levels. 100% machine code action, excellent fast graphics, sound effects and tunes.



ALL GAMES £5.95 inc. P. & P

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# MICROMANIA

14 LOWER HILL ROAD, EPSOM, SURREY KT19 8LT



```

2000 PRINT "THIS GAME, 1 AS THE G
ERMANS AND"
2010 PRINT "THE REST AS A SET OF
POWS EACH."
2020 PRINT "THE OBJECT FOR THE P
OWS IS TO"
2030 PRINT "REACH TARGETS, "T"",
OUTSIDE THE"
2040 PRINT "CASTLE WALLS, AND THE
GERMANS"
2050 PRINT "MUST STOP THEM."
2060 PRINT AT 8,0; "ON THROWING 1
OR 6 POWS GAIN"
2070 PRINT "EQUIPMENT; I.E. 1 OF T
HE FOLLOWING"
2080 PRINT "1) ROPES TO CLIMB WA
LLS: -"
2090 PRINT "    ONE REQUIRED FOR
D "R"
2100 PRINT "    TWO REQUIRED FOR
D "R"
2110 PRINT "2) PASSES TO GO THRO
UGH POINTS"
2120 PRINT "    MARKED "E"
2130 PRINT "3) KEYS TO GO THROUG
H POINTS"
2140 PRINT "    MARKED "E"
2150 PRINT "4) WIRECUTTERS TO GO
THROUGH"
2160 PRINT "    POINTS MARKED "W
""
2170 PRINT AT 21,0; "NEWLINE TO C
ONTINUE"
2180 IF INKEY$="" THEN GOTO 2180
2190 CLS
2200 PRINT "OR THE LEAST LIKELY
BUT USEFUL"
2210 PRINT "5) TUNNEL EQUIPMENT
TO USE THE"
2220 PRINT "    TUNNEL.A POW WITH
5) MAY LAND"
2230 PRINT "    ON A POINT MARKED
"" AND BE"
2240 PRINT "    AUTOMATICALLY TRA
NSPORTED TO"
2250 PRINT "    THE OTHER "E"
2260 PRINT AT 7,0; "N.B. EQUIPMEN
T IS NOT REUSABLE."
2270 PRINT "ANY POW FOUND ON A P
OINT"
2280 PRINT "REQUIRING EQUIPMENT
BUT WITHOUT"
2290 PRINT "IT, FOUND STOPPED ON
A FLASHLIGHT"
2300 PRINT "    ,OR LANDED ON B
Y A GERMAN IS"
2310 PRINT "RETURNED TO THE CENT
RAL YARD."
2320 PRINT "ON A POINT MARKED "
3" A POW IS"
2330 PRINT "SAFE.ONCE OUTSIDE,OR
ON THE"
2340 PRINT "OUTER WALLS A POW MU
ST FOLLOW"
2350 PRINT "THE PATHS MARKED "
"" AND CANNOT"
2360 PRINT "RETURN UNLESS CAPTUR
ED."
2370 PRINT AT 21,0; "HOW MANY PEO
PLE TO PLAY ? 2 TO 5"
2380 INPUT Z$
2390 IF LEN Z$(>1 OR CODE Z$(<30
OR CODE Z$(>33 THEN GOTO 2380
2400 LET N=VAL Z$-1
2410 CLS
2420 PRINT "HANG ON A BIT"
2430 DIM P(4,4)
2440 DIM E(4,5)
2450 DIM G(3+N*2)
2460 DIM E$(5,16)
2470 DIM N$(4,8)
2480 DIM C$(4,4)
2490 DIM G$(13+N*2)
2500 FOR Z=1 TO 4
2510 FOR Y=1 TO 4

```



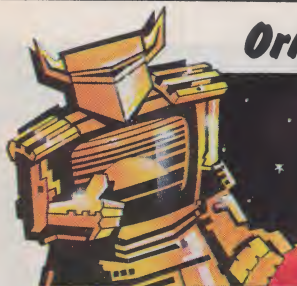


```

2520 LET C$(Z,Y)=" "
2530 NEXT Y
2540 NEXT Z
2550 LET P$="ENGLISH AMERICANFRE
NCH CANADIAN"
2560 FOR Z=1 TO 4
2570 LET N$(Z)=P$(Z*8-7 TO Z*8)
2580 NEXT Z
2590 LET P$="A ROPE A KEY A P
ASS A KEY SOM
E WIRECUTTERSTUNNEL EQUIPMENT"
2600 FOR Z=1 TO 5
2610 LET E$(Z)=P$(Z*16-15 TO Z*1
5)
2620 NEXT Z
2630 PRINT "WHILE I SET THINGS R
OLLING"
2640 LET P$="0792363234694842091
93337619220546"
2650 FOR Z=1 TO 3+N*2
2660 LET G(Z)=VAL P$(Z*3-2 TO Z*
3)
2670 NEXT Z
2680 LET P$="3133493814133143463
82412315347379415316346380414"
2690 FOR Z=1 TO 4
2700 FOR Y=1 TO 4
2710 LET P(Z,Y)=VAL P$(Z*12+Y*3-
14 TO Z*12+Y*3-12)
2720 NEXT Y
2730 NEXT Z
2740 LET DF=PEEK 16396+256*PEEK
16397+1
2750 CLS
2760 PRINT " 1234567890123456789
012345678901"
2770 PRINT "A.... GOLDITZ
***...T...S S
2780 PRINT "B. S S
R U...***
2790 PRINT "C. S S
**** U...S
2800 PRINT "DT S
***
2810 PRINT "E. S S S S
R...
2820 PRINT "F. S S S S
S...
2830 PRINT "G. S S S S
R U...
2840 PRINT "H. S S S S
S...
2850 PRINT "I. S S S S
R U...
2860 PRINT "J. S S S S
S...
2870 PRINT "K. S S S S
L...
2880 PRINT "L. S S S S
R...
2890 PRINT "M. S S S S
I S...
2900 PRINT "N. S S S S
L S...
2910 PRINT "O. S S S S
I...
2920 PRINT "PT S S S S
R...
2930 PRINT "Q. S S S S
R...
2940 PRINT "R. S S S S
U...
2950 PRINT "S.... T.....
*****
2960 FOR I=1 TO N
2970 POKE DF+P(I,1),CODE N$(I)
2980 POKE DF+P(I,2),CODE N$(I)
2990 POKE DF+P(I,3),CODE N$(I)
3000 POKE DF+P(I,4),CODE N$(I)
3010 NEXT I
3020 FOR I=1 TO 3+N*2
3030 POKE DF+G(I),44
3040 NEXT I
3050 RETURN

```





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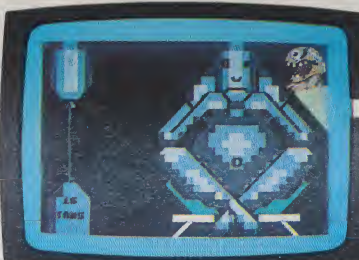
**S.S. Achilles**



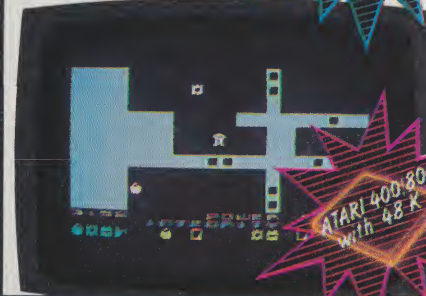
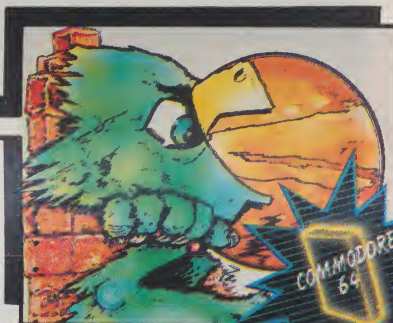
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# PLAY THE

## *Arcade Action For The ZX Spectrum*

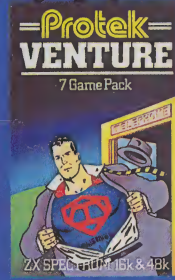
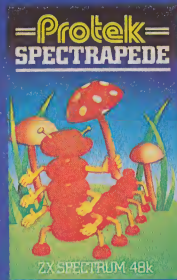
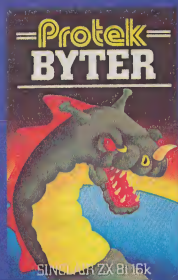
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(arcade action,  
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If you want Arcade quality control for your Sinclair ZX Spectrum, you'll find the Protek combination hard to beat. The interface is compatible with a range of software including a number of titles from:  
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The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.

**Protek  
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# THE

# GAME

## HUNTER-KILLER

For the 48K ZX Spectrum

Can you Captain a World War II submarine, hunt the enemy then destroy him with your torpedoes?

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# ROLL OUT THE BARREL

The Atmos-  
merry.

ing along  
joining in with favourite oldies. But then — horrors! The beer has run out! It's your job as landlord to nip down in to the cellar and bring up a new barrel. But as you have been joining in the celebrations too, your vision is a bit blurred and your reactions a bit slower than usual.

Down in the cellar you make a fatal mistake — and start a landslide of barrels. You must run as fast as possible to escape the barrels and climb the ladders back to the safety of the bar — avoiding the falling barrels at the same time.

If you reach the bar you will be greeted by the pub band playing "Roll out the barrel" almost as if they knew what was going on all the time.

You get three lives and he must climb to the top of the cellar. The player must avoid the barrels which are moving down towards him by jumping them. If the player jumps too early and lands on a barrel or does not jump at all then he is hit and he loses a life.

The player will gain points however for climbing the ladders (10 for the first, 20 for the second and 30 for the third) and for reaching the top (1000 maximum). Also if he reaches the top he will get an extra life.

The man will move left with the left cursor key and right with the right cursor key. Both these controls will keep the player moving until another key is pressed. To make the man jump use the space bar and to make the man climb up or down a ladder use the up cursor key.

To convert the program to run in 16k, all pokes in the 46000-49000 region must be lowered by 8000 Hex. This is the only change that is needed.

phere in the pub is  
Everyone is sing-  
with the juke box,



Illustration: Terry Rogers

BY MARTIN WOLFF

RUNS ON A ORIC-1 IN 7K



```

1 PRINT CHR$(6);CHR$(17):PAPER 0:INK 7
2 GOSUB 4000
5 DIM A$(16),A2$(16),A3$(16),A4$(16)
7 L=3:SC=0
10 FOR I=46856 TO 46927
20 READ A:POKE I,A
30 NEXT I
40 DATA 0,14,10,30,14,36,36,63,63,5,5,28,28,23,49,1
50 DATA 0,28,20,30,28,9,9,63,63,40,40,14,14,58,35,32
60 DATA 18,28,28,9,63,63,40,8,28,20,20,52,36,6,30,18
70 DATA 18,18,30,18,18,18,30,18,0,30,63,63,63,63,30,0
80 DATA 0,31,31,31,0,55,55,55
90 A$(1)="          H          H          H          "
100 FOR I=1 TO 15
110 A$(I+1)=RIGHT$(A$(I),1)+LEFT$(A$(I),47)
120 NEXT I
130 FOR I=1 TO 16
140 A2$(I)=LEFT$(A$(I),7)+"G"+RIGHT$(A$(I),40)
150 A2$(I)=CHR$(1)+MID$(A2$(I),2,38)
160 A3$(I)=LEFT$(A$(I),33)+"G"+RIGHT$(A$(I),14)
170 A3$(I)=CHR$(2)+MID$(A3$(I),2,38)
180 A4$(I)=CHR$(3)+MID$(A2$(I),2,38)
185 A$(I)=CHR$(4)+MID$(A$(I),2,38)
190 NEXT I
191 PLOT 0,20,CHR$(2)+"          HIT ANY KEY TO START"
192 GET A$
193 CLS

```

**Program notes:**

1-90 define characters  
 100-190 set up barrels  
 200-339 print display  
 340-500 main loop  
 500-600 jump  
 600-700 climb ladder  
 700-800 plot barrels  
 1000-2000 hit barrel  
 2000-3000 another game?  
 3000-4000 reached top of screen  
 4000-5000 instructions

```

200 PRINT:PRINT:PRINT
210 PRINT CHR$(27); "P" CHR$(27); "FIIIIIIIGIIIIIIIIIIIIIIIIIIIIII
IIII"
220 FOR I=1 TO 5
230 PRINT CHR$(27); "P"; CHR$(27); "E          G"
240 NEXT I
250 PRINT CHR$(27); "P" CHR$(27); "FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIG
IIII"
260 FOR I=1 TO 5
270 PRINTCHR$(27); "P"; CHR$(27); "E          G"
280 NEXT I
290 PRINT CHR$(27); "P" CHR$(27); "F.IIIIIIGIIIIIIIIIIIIIIIIIIIIIIII
IIII"
300 FOR I=1 TO 5
310 PRINTCHR$(27); "P"; CHR$(27); "E          G"
320 NEXT I
330 PRINTCHR$(27); "P" CHR$(27); "FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
III"
335 FOR I=1 TO L:PLOT 20+I*2,22,97:PLOT 20+I*2,23,98:NEXT I
336 PLOT 15,23,"LIVES-"
337 PLOT 1,23,"SCORE-":PLOT 7,23,STR$(SC)
338 PLOT 20,22,2
339 A$=KEY$+KEY$+KEY$
340 B=48840:X=38:E=98:F=8289:C=40:A=0:I=0:V=0
350 A$=KEY$:IF A$="" THEN A$=B$:GOTO 380
360 IF A$="" THEN 500
380 IF A$=CHR$(9)ANDD=0 THEN X=X-(X<38):B$=A$:F=25376:IF C=40 THEN
C=41
390 IF A$=CHR$(8)ANDD=0 THEN X=X+(X>1):B$=A$:F=8289:IF C=41 THEN C=
40
395 IF PEEK(B+X)=104 THEN 1000
400 A=A+1:GOTO 700
405 IF A$=CHR$(11) THEN 600
406 ON Z1 GOTO 650,620
410 IF D<>0 THEN 500
415 IF B+X=48158 THEN 3000
420 IF PEEK(B+X)=104 THEN 1000
430 IF I=0 THEN POKE B+X,E:DOKE B+X-C,F:GOTO 350
440 GOTO 350
500 D=D+1:IFD=1THENB=B-&_0:
505 IF D=2 THEN SOUND 1,90,5
510 IF D=4 THEN POKE B+X-40,32:B=B+40:D=0:B$="":SOUND 1,0,0
520 GOTO 420
600 IF PEEK(B+X+40)<>103 AND PEEK(B+X)<>103 THEN 406

```



# AGF

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The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

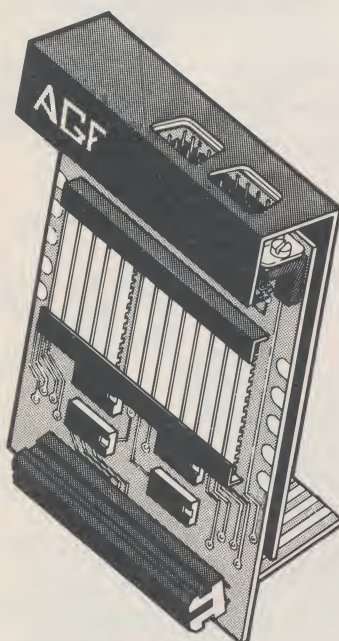
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

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- Programmable Interface Module as illustrated, complete with clip-on programming leads.
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- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
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```

605 IF E=98 THEN E=100:F=25376:C=41:GOTO 610
606 IF E=100 THEN E=98:F=8289:C=40
610 IF PEEK(B+X+40)=103 THEN Z1=1:GOTO 640
615 Z1=2
620 I=I+1:POKEB+X+40,103:B=B-40:POKE B+X+40,102
625 POKE B+X,101
630 IF I=6 THEN I=0:B#="":POKE B+X+40,103:Z1=0:SOUND1,0,0:V=V+10:SC=
SC+V:GOTO 410
632 SOUND 1,V*10+20,5
635 A#="":B#="":GOTO 410
640 POKE B+X-40,32:B=B+40:POKE B+X,102:POKE B+X-40,101
650 I=I+1:POKE B+X,103:B=B+40:POKE B+X+40,102
660 POKE B+X,101:IF I=5 THEN I=0:B#="":Z1=0:V=V-10:SC=SC-V:GOTO 410
670 A#="":B#="":GOTO 410
700 PLOT 0,2,A#(17-A):PLOT 0,8,A2#(A)
710 PLOT 0,14,A3#(17-A):PLOT 0,20,A4#(A)
720 IF A=16 THEN A=0
730 GOTO 405
1000 SOUND 1,200,4:SOUND 2,500,7:SOUND 3,700,10
1010 PLAY 7,0,0,0
1020 FOR I=1 TO 3:SOUND 1,100,10:WAIT 50:SOUND 1,200,10:WAIT 50:NEXT
I
1025 SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
1030 L=L-1:CLS:IF L=0 THEN PRINT"YOUR SCORE WAS ";SC:GOTO 2000
1040 A#="":B#="":GOTO 200
2000 PRINT:PRINT"WOULD YOU LIKE TO PLAY AGAIN?"
2005 A#=KEY$+KEY$+KEY$
2010 GET A$:IF A#="Y" THEN PRINT CHR$(6)CHR$(17):RUN
2020 END
3000 CLS:SOUND 1,300,4:SOUND 2,200,8:SOUND 3,150,7

```



```

3010 PLAY 7,0,0,0
3020 C#="776797979765"
3030 D#="552252322323"
3040 FOR I=1 TO 12:A#=(MID$(C#,I,1)):B#=(MID$(D#,I,1))
3050 PLAY 0,0,0,0:PLAY 7,0,0,0
3060 MUSIC 1,3,VAL(A#),10:WAIT VAL(B#)*10:NEXT I
3065 SC=SC+INT(RND(1)*10)*100
3068 L=L+1
3070 PRINT:PRINT:PRINT:PRINT
3075 PLOT 0,4,1
3080 PRINT"                W E L L   D O N E   !!"
3085 PLOT 0,6,3
3090 PRINT:PRINT"                YOUR SCORE IS NOW ";SC:"POINTS"
3095 WAIT 100:SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
3100 WAIT 300:IF SC<2000 THEN CLS:GOTO 200
3110 PRINT:PRINT"                THIS SEEMS TO EASY"
3120 PRINT"                TRY THIS. "
3130 WAIT 100
3140 A#(1)="      H           H           H           H           H           "
3150 CLS:GOTO 100
4000 CLS
4010 PLOT 10,1,CHR$(5)+"ROLL OUT THE BARREL"
4020 PLOT 9,2,CHR$(3)+"===== "
4030 PLOT 0,4,"      IN THIS GAME YOU MUST CLIMB TO THE"
4040 PLOT 0,5,"TOP OF THE CELLAR AFTER AN ACCIDENT"
4050 PLOT 0,6,"THAT SET ALL THE BARRELS ROLLING DOWN"
4060 PLOT 0,7,"TOWARDS YOU. TO AVOID BEING HIT BY THE"
4070 PLOT 0,8,"BARRELS YOU MUST JUMP THEM USING THE"
4080 PLOT 0,9,"SPACE BAR. TO CLIMB THE LADDERS USE"
4090 PLOT 0,10,"THE UP CURSOR KEY. TO MOVE LEFT AND"
4100 PLOT 0,11,"RIGHT, USE THE LEFT AND RIGHT CURSOR"
4110 PLOT 0,12,"KEYS. "
4120 PLOT 0,13,CHR$(6)+"      YOU WILL RECEIVE POINTS FOR CLIMBING"
4130 PLOT 0,14,CHR$(6)+"THE LADDERS AND REACHING THE TOP. "
4140 PLOT 0,15,CHR$(1)+"      EACH TIME YOU REACH THE TOP YOU WILL"
4150 PLOT 0,16,CHR$(1)+"RECEIVE ANOTHER LIFE. "
4160 RETURN

```





*Hoots Mon! Those wee Haggises are at it again. Chasing me through the heather. It's always the same when the Haggis hunting season ends. They like to have their revenge!*

*This is an adaption of the arcade game called Mr Do which you may have seen in your local arcade. You control Billy Basher, the man hunted by Haggises, who travels around the screen picking up the smiling faces which appear. Behind him come the Haggises out for revenge. Billy has a supply of Haggis repellent, but this is limited. And then there is the spider — deadly to both Billy and the Haggises. Billy can lure the Haggises onto the spider for extra points. You get three lives and an extra man at 1,000, 3,000 and 9,000 points. Each smiling face collected is worth 10 points. Happy Haggis Hunting!*

*The Haggises are programmed to chase you most of the time — but will sometimes run away. Pressing shift releases the Haggis repellent — but you only have 10 units of this.*



# HAGGIS

```

10REM HAGGIS BASH
20REM BY LEIGH HUGILL 198
2
30*FX15,1
40SOUND2,-15,100,10:LL=3:NB=1
000:RR=0
50MODE7:PRINTTAB(15,5);"PLAY"
:PRINTTAB(11,8);CHR$(141);"Haggi
s-Bash":PRINTTAB(11,9);CHR$(141)
;"Haggis-Bash"
60PRINTTAB(10,15);"HIT A KEY"
:PRINTTAB(6,17);"FOR INSTRUCTION
S"
70Z$=GET$
80MODE1
90SOUND2,-15,100,10
100PROCCHAR
110CLS:PRINTTAB(2,4);"YOU ARE
BILLY BASHER TRAPPED IN A MINE";
TAB(2,6);"YOU MUST COLLECT THE B
ONUSES AND AVOID"
120PRINTTAB(2,8);"THE HAGGISSES
AND SPIDERS"
130PRINTTAB(5,10);N$;" HARRY H
AGGIS":PRINTTAB(5,12);F$;" THE B
ONUS":PRINTTAB(5,14);M$;" BILLY
BASHER":PRINTTAB(8,20);"HIT A KE
Y TO BEGIN";TAB(5,16);CHR$(226);
CHR$(227);" SAMMY SPIDER"
140PRINTTAB(6,19);"YOUR CONTROL
S ARE";TAB(6,21);"Z' TO GO LEF
T**X' TO GO RIGHT";TAB(6,23);"
' TO GO UP ** '/' TO GO DOWN";T
AB(13,30);"* GOOD LUCK *";TAB(
6,25);"'SHIFT'=MONSTER REPELANT"
:G$=GET$:CLS
150DIMO$(4),E(4),W$(4),P$(30,3
0):S=0:SC=0:PROCCHAR:PROCMAZE

```

```

160FOR sp=1 TOspeed:PROCMONO:P
ROCMAN:PROCSPIDER:NEXT:PROCMONO:
GOTO160
170REM** MOVE YOUR MAN ACCORDI
NG **
180REM** TO KEYBOARD COMMAND
***
190DEFPROCMAN:PRINTTAB(X,Y);"
":Z$=INKEY$(0):RRR=RR:RR=INKEY(
1)
200N=P$(X+1,Y):IF N<>1 AND N<>
5 AND N<>0 P$(X+1,Y)=ASC("Z")
210N=P$(X,Y-1):IF N<>1 AND N<>
5 AND N<>0 P$(X,Y-1)=ASC("/")
220N=P$(X,Y+1):IF N<>1 AND N<>
5 AND N<>0 P$(X,Y+1)=ASC(":")
230N=P$(X-1,Y):IF N<>1 AND N<>
0 AND N<>5 P$(X-1,Y)=ASC("X")
240IFZ$="Z"AND P$(X-1,Y)<>5 X=
X-1 ELSE IFZ$="X"AND P$(X+1,Y)<>
5 X=X+1 ELSE IFZ$=":"AND Y>3 Y=Y
-1 ELSE IFZ$="/"AND P$(X,Y+1)<>5
Y=Y+1
250*FX 15,1
260IF S>=NB THEN NB=NB+NB*2:LL
=LL+1:PROCEX
270IF P$(X,Y)>=0 SOUND1,-15,20
0,3

```



BY LEIGH HUGILL  
RUNS ON A BBC B IN 25K



# BASH

```

280 IF P%(X,Y)=1 S=S+10:C=C+1:S
OUND1,-15,1,4:SOUND1,-15,30,4:SO
UND1,-15,60,4
290 P%(X,Y)=ASC(Z#):IF C=40 THE
N PROC GO: PROC CHAR: PROC MAZE
300 PRINT TAB(1,2); "SCORE ";S;"
SCREEN ";SC:PRINT TAB(X,Y);M#;
TAB(31,5); "REPELANT"; TAB(35,6); R
;" "; TAB(31,8); "LIVES"; TAB(31,9)
;STRING$(LL,M#);" "
310 ENDPROC
320 DEFPROC MONO:FOR V=1 TO 4:IF
monster<V monster=monster+0.03:
PRINT TAB(Q%(V),W%(V));"O":GOTO 4
30
330 Q=Q%(V):W=W%(V):N=P%(Q,W):P
RINT TAB(Q,W);" ":IF RR=-1 AND R

```

## VARIABLES

P% (30,30)=position array. Q%(4)=haggises x co-ordinates. W%(4)=haggises y co-ordinates. x=Billy's x co-ordinates. y=Billy's y co-ordinates. S=score. SC=frame number. LL=lives left. R=repellent left. RR=status of shift key. RRR=old value of RR. E(4)=status of each haggis. C=number of collected faces. N=miscellaneous variables. Q=x co-ordinates of haggis in current use. W=Y-co-ordinates of haggis in current use. VARCHCK=old value of Q. VAR2=old value of W. SP=x co-ordinates of spider. SS=direction of spider. A,B=random variables. K,V=loop variables.





# For big softies

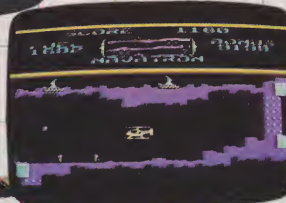
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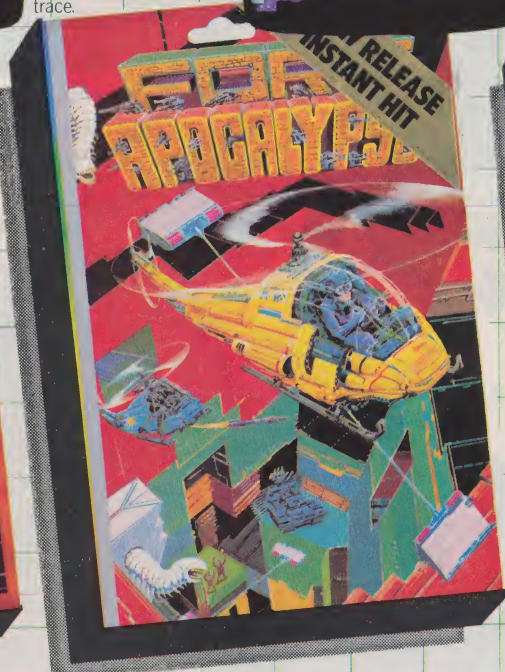
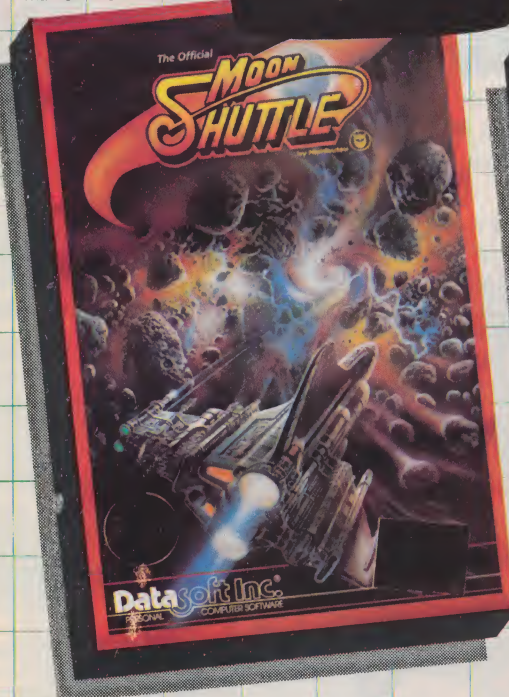
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## WIZARD OF WOR

ATARI

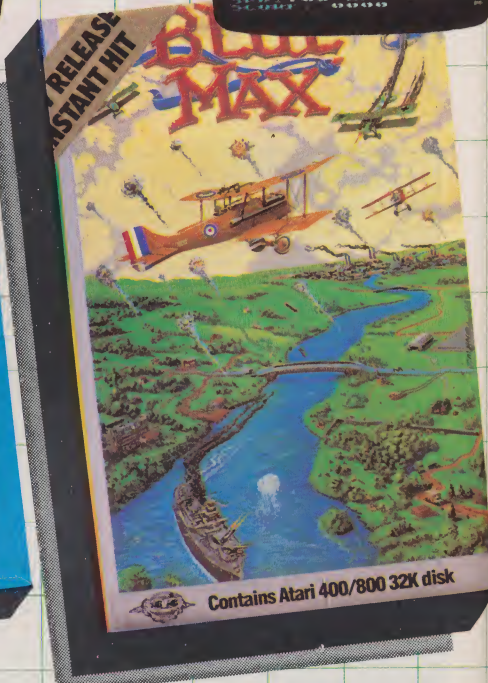
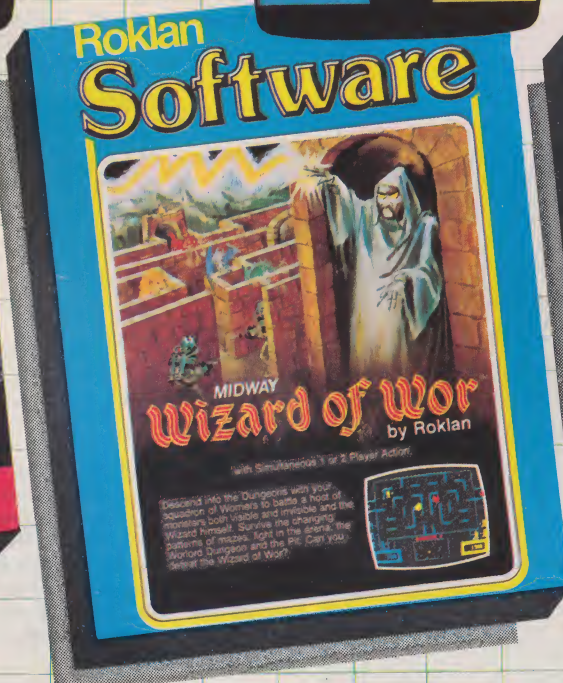
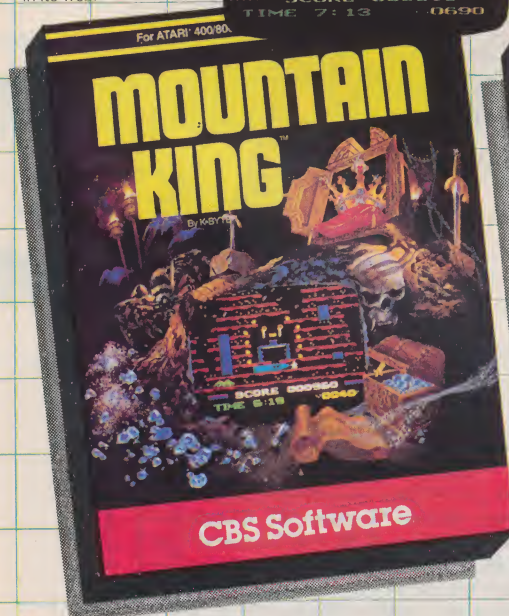
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```

>0 R=R-1:E(V)=1
335IF RRR=-1 AND R>0 E(V)=1
340IF X=0 AND Y=W PROCDEAD
350IF W=15 AND Q=SP OR W=15 AN
D Q=SP-1 OR W=15 AND Q=SP+1 Q=15
:W=15:S=S+50:PRINTTAB(Q,15);"50"
360IF RND(10)=1 ANDE(V)=1 E(V)
=0
370IF RND(30+SC*2)=1 ANDE(V)=0
E(V)=1
380IF E(V)=1THEN PROCBACK:GOT
0410
390varcheck=Q:var2=W
400IF N=ASC("Z") Q=Q-1 ELSE IF
N=ASC("X") Q=Q+1 ELSE IF N=ASC(
"/") W=W+1 ELSE IF N=ASC(":") W=
W-1
410PRINTTAB(Q,W);N$:IF Q=X AND
W=Y PROCDEAD
420Q%(V)=Q:W%(V)=W
430NEXT:ENDPROC
440DEFPROCMAZE
450FOR V=1 TO 4:E(V)=0:Q%(V)=1
5:W%(V)=5+V:NEXT
460FOR V=1TO30
470FOR K=1TO30 STEP 5
480P%(V,K)=0:P%(V,K+1)=0:P%(V,
K+2)=0:P%(V,K+3)=0:P%(V,K+4)=0
490NEXT:NEXT
500FOR V=1TO30:PRINTTAB(0,V);X
$:T=T-1:PRINTTAB(15,V);" ":P%(15
,V)=ASC("/"):NEXT
510FOR V=1 TO 30:PRINTTAB(V,15
);" ":NEXT
520FORV=1 TO20
530A=RND(26)+3:B=RND(26)+3:IF
NOT P%(A,B)=0 OR NOT P%(B,A)=0 O
R A=15 OR B=15 OR A=B THEN 530
540PRINTTAB(A,B);F$:PRINTTAB(B
,A);F$:P%(A,B)=1:P%(B,A)=1:NEXT:
R=10
550FOR AA=1 TO 30:PRINTTAB(0,A
A);CHR$(225);TAB(30,AA);CHR$(225
);TAB(AA,0);CHR$(225);TAB(AA,30)
;CHR$(225):P%(0,AA)=5:P%(30,AA)=
5:P%(AA,0)=5:P%(AA,30)=5:NEXT
560SC=SC+1:monster=0:P%(15,2)=
5:P%(15,29)=5:speed=100-SC*10:IF
speed<10 speed=10
570ENDPROC
580DEFPROCCHAR:VDU23,240,28,28
,8,62,93,28,20,54,23,242,&FF,&99
,&99,&FF,&18,&66,&81,&42,23,241,
247,203,219,189,189,124,124,124,
23,243,255,255,255,255,255,255,2
55,255,23;8202;0;0;0;0;
590VDU23,225,170,85,170,85,170
,85,170,85,23,241,&FF,&99,&99,&F
F,&FF,&81,&C3,&FF,23,226,&7,&5,&
67,&51,&AF,&BF,&A0,&A0,23,227,&E
0,&A0,&E6,&8A,&F5,&FD,&5,&5
600VDU23,229, &3C,&3C,&99,&C3,
&24,&18,&24,&C3
610X=15:Y=25:T=0:SP=1:SS=1

```

```

620N$=CHR$(242):X$=CHR$(243):F
$=CHR$(241):M$=CHR$(240)
* 630FORV=1TO30:X$=X$+CHR$(243):
NEXT
640C=0
650ENDPROC
660DEFPROCDEAD
670PRINTTAB(10,9);"
":PRINTTAB(10,11);"
":PRINTTAB(10,10);" GOT YOU ":SO
UND 1,-15,100,10:PRINTTAB(X,Y);C
HR$(229)
680LL=LL-1:IF LL=0:FORVV=1TO50
00:NEXT:CLS:PRINTTAB(10,10);" GA
ME OVER":PROCMAN:PRINTTAB(X,Y);"
":FOR VV=1 TO10000:NEXT:RUN
690PROCCHAR:PROCMAZE:V=0:ENDPR
OC
700END
710DEFPROCBACK:varcheck=Q:var2
=W
720IF N=ASC("Z") Q=Q+1 ELSE IF
N=ASC("X") Q=Q-1 ELSE IF N=ASC(
"/") W=W-1 ELSE IF N=ASC(":") W=
W+1
730IF P%(Q,W)=1 OR P%(Q,W)=0 O
R P%(Q,W)=5 Q=varcheck:W=var2
740IF varcheck=0 AND var2=W:IF
P%(Q-1,W)=ASC("X") Q=Q-1 ELSE I
F P%(Q+1,W)=ASC("Z") Q=Q+1 ELSE
IF P%(Q,W-1)=ASC("/") W=W-1 ELS
E IF P%(Q,W+1)=ASC(":") W=W+1
750ENDPROC
760DEFPROCSPIDER:PRINTTAB(SP,1
5);" ":SP=SP+SS:IF SP=1 OR SP=
28 SS=-SS
770IF SP=X AND Y=15 OR X=SP-1
AND Y=15 OR X=SP+1 AND Y=15 PROC
DEAD
780PRINTTAB(SP,15);CHR$(226);C
HR$(227):ENDPROC
790DEFPROCEX:FOR A=3 TO 29:PRI
NTTAB(1,A);"
":NEXT
800PRINTTAB(10,5);"WELL DONE";
TAB(2,7);"YOU WIN EXTRA BILLY BA
SHER";TAB(6,25);"NEXT EXTRA AT";
NB
810FORAA=1 TO 31+LL:PROCDEL(10
0):PRINTTAB(AA,10);" ":M$:NEXT:P
RINTTAB(AA,10);"
"
820PROCCHAR:PROCMAZE:ENDPROC
830DEFPROCDEL(DDD):FOR DDDD=1
TODDD:NEXT:ENDPROC
840DEFPROCGO:FORZ=3 TO 29:PRIN
TTAB(2,Z);"
":NEXT:PRINTTAB(10,10);"J
OLLY GOOD SHOW";TAB(6,14);"GET R
EADY FOR FRAME ";SC+1:ENDPROC

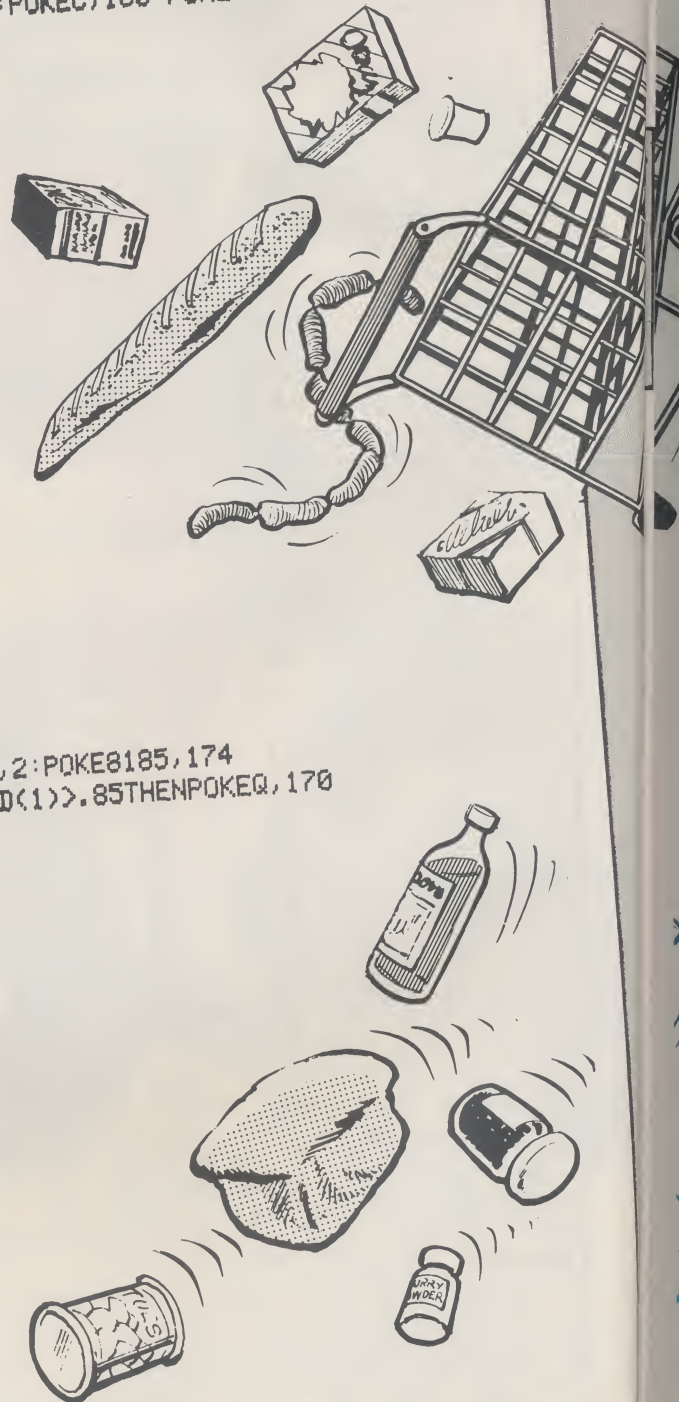
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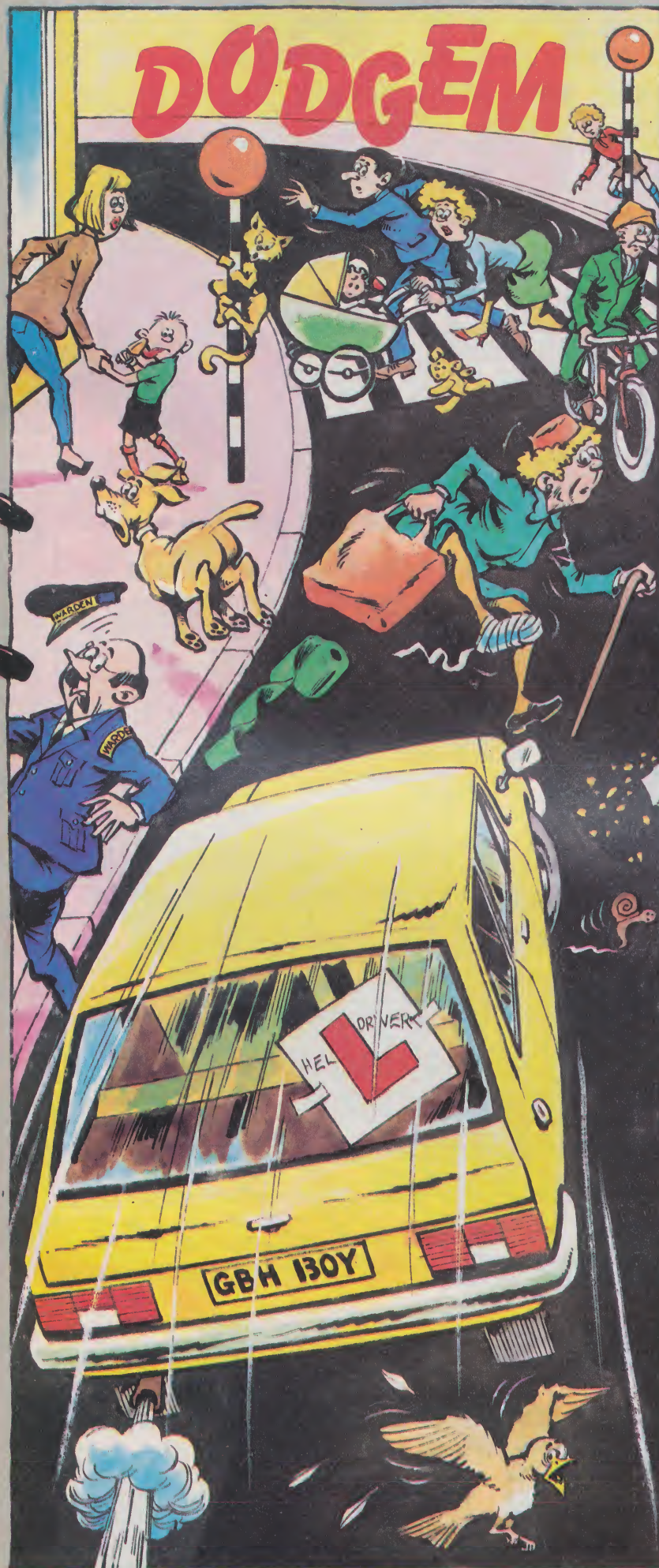
```

1 POKE36879,25:POKE52,29:POKE56,29:CLR:FOR T=7432 TO 7463:READY:POKET,V: NEXT
4 POKE36869,255:GOSUB100:POKE36878,15
10 P=8207:K=-22:D=33:C=8186:L=33:V=-22:T=174:S1=36874:S2=36876:S3=36877
20 POKEP+K,D:P=P+K:POKEC+V,L:C=C+V:IFT=0 THEN 4000
30 IFPEEK(C+V)=DORP+K=CTHEN5000
40 GOSUB2000
50 IFPEEK(P+K)=174 THEN POKE S2,190:S=S+10:T=T-1:POKE S2,0
55 IFPEEK(P+K)=170 THEN POKE S2,255:S=S+50:T=T-1:POKE S2,0
60 M=PEEK(197):IFM<>64 THEN GOSUB3000
70 GOSUB600
80 IFRND(1)>.3 THEN GOSUB700
90 IFPEEK(C+V)=174 OR PEEK(C+V)=170 THEN T=T-1
95 PRINT "***** SCORE *****";PRINT "***** S: A$=MID$(TI$,4,1): B$=RIGHT$(TI
$,2)
97 PRINT "***** TIME *****";PRINT "***** A$ ***** B$: POKEC,160:POKEP,160:GOTO20
100 PRINT "*****";
110 PRINT "*****";
120 PRINT "*****";
130 PRINT "*****";
140 PRINT "*****";
150 PRINT "*****";
160 PRINT "*****";
170 PRINT "*****";
180 PRINT "*****";
190 PRINT "*****";
200 PRINT "*****";
210 PRINT "*****";
220 PRINT "*****";
230 PRINT "*****";
240 PRINT "*****";
250 PRINT "*****";
260 PRINT "*****";
270 PRINT "*****";
280 PRINT "*****";
290 PRINT "*****";
300 PRINT "*****";
310 PRINT "*****";
320 PRINT "*****";
330 PRINT "*****";
400 FOR Q=7680 TO 8184 STEP 5: IFPEEK(Q)=174 AND RND(1)>.85 THEN POKE Q,170
410 NEXT TI$:TI$="000000":RETURN
600 Q=PEEK(C+V):IFQ=195 THEN V=1:L=35:RETURN
610 IFQ=200 THEN V=22:L=34:RETURN
620 IFQ=198 THEN V=-1:L=36:RETURN
630 IFQ=194 THEN V=-22:L=33:RETURN
640 IFC+V<7680 THEN V=1:L=35:RETURN
650 IFC+V=7702 AND V=1 THEN V=22:L=34:RETURN
660 IFC+V>8185 THEN V=-1:L=36:RETURN
670 IFC+V=8163 AND V=-1 THEN V=-22:L=33
680 RETURN
700 IFV=-22 THEN 760
710 IFV=1 THEN 800
720 IFV=22 THEN 850
730 IFC=8176 THEN Q=-46:GOTO900
740 IFC=8044 THEN Q=42:GOTO900
745 IFC<>8088 AND C<>8132 THEN RETURN
747 IFC>P THEN Q=-46:GOTO900
748 Q=42:GOTO900
760 IFC=7966 THEN Q=-42:GOTO900
770 IFC=7972 OR C=7968 THEN Q=-46:GOTO900

```







BY M. D. TOWNEND

RUNS ON A VIC 20 IN 3.5K

Hi, there! Welcome to Grenville French-Smythe's driving school! Oops, sorry sir. It's only a very small dent. Pardon? Well, there's no need to get like that! Really, some people! Anyway, hello again. Yes, we at the driving school are proud to be associated with *Computer and Video Games* bid to drum a bit of road safety into all of you out there!

All you have to do is type in this driving simulation to have all the fun of driving up a busy High Street on a Saturday morning. You must clear each screen of dots and asterisks without hitting the other — computer controlled — car. Your car starts at the bottom right hand side of the screen and moves anti-clockwise, scoring points for each dot or asterisk hit along the way. If you clear one screen you simply go on and increase your score. Keys to control your car are W=up, A=left, S=right, Z=down. Well there it is, we at the Smythe School of Motoring hope you all pass the test with



flying colours.  
Sorry? What red  
light . . .

#### Program notes:

If you run the program and the track is not printing properly, check the characters in lines 100-330. Also check that each of the lines has a semi-colon at the end of it.

If you don't get two cars appearing on the screen never fear, help is here! Check the initial values in line 10 and, if the cars look strange then check lines 1, 4, 6000 and 6001. If your car goes charging off the screen or starts demolishing the track, check lines 2000-2008. If the computer car does the same, check lines 600-608.

If you find that you can't change lanes, i.e. when you leave a "corridor" check lines 3000-3500.

#### Variables.

P: position of player's car.  
K: variable added to P to get next position.  
C: position of computer's car.  
V: variable added to C to get to next position.  
Q: variable used in lane changes.  
D: character for player's car.  
L: character for computer car.  
S1: bass speaker.  
S2: treble.  
S3: white noise.  
T: number of dots/asterisks left.

Illustration: Terry Rogers



# SOFTWARE WITH BITE FOR commodore 64



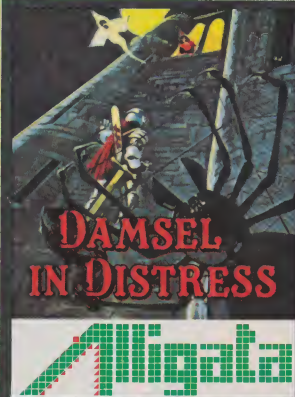
**Brands** £7.95

Test your skill on the Grand Prix circuit. Accelerating to breathless speeds can you overtake? Can you face the danger of night driving as the roads get narrower?



**Balloon Rescue** £7.95

Fuel level low. Time running out. Collect fresh fuel to stay in the air or plunge to certain agonising death.



**Damsel in Distress** £7.95

Menacing man-eating spiders and dreadful apparitions. Weakened by poison you must climb the battlements and rescue the princess who holds your antidote.



**Bat Attack** £7.95

Killer bats in the first wave, a myriad of asteroid discs in the second. The third wave?! ... the faster your reflexes, the more deadly the challenge.



**Aztec Tomb Adventure** £7.95

Find the lost tomb deep in the Amazon rain forest. Experience heart-stopping drama... will you ever get there? Every location has a full graphic picture.



**Squash a Frog** £7.95

Cross a motorway of fast moving traffic. Traverse the rapids teeming with frog eating snakes, alligators and submerging turtles. Can you get him home? Or is it just Ugh! Splatt!

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Alligata presents an exciting range of games and utilities applying full machine code and high resolution, full colour graphics to the limit. Whether it's hours of absorbing fun or the hours saved through data manipulation - Alligata has been designed for you.

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SOFTWARE  
WITH BITE

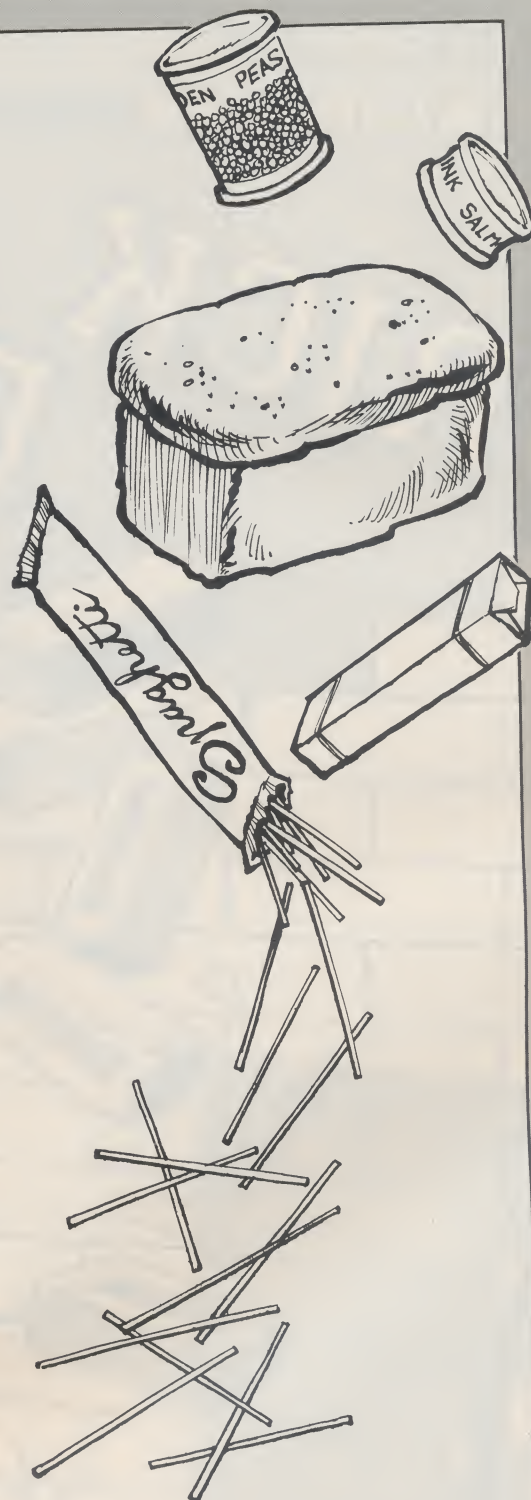




```

775 IFC<>7970THENRETURN
777 IFRND(1)>.5THENQ=-46:GOTO900
778 Q=-42:GOTO900
800 IFC=7689THENQ=46:GOTO900
810 IFC=7821THENQ=-42:GOTO900
815 IFC<>7733ANDC<>7777THENRETURN
817 IFC>PTHENQ=-42:GOTO900
818 Q=46:GOTO900
850 IFC=7899ORC=7895THENQ=42:GOTO900
860 IFC=7897THENQ=46:GOTO900
865 IFC<>7895THENRETURN
867 IFRND(1)>.5THENQ=42:GOTO900
868 Q=46:GOTO900
900 POKEC,160:C=C+Q:POKEC,L:RETURN
2000 Q=PEEK(P+K):IFQ=195THENK=-1:D=36:RETURN
2001 IFQ=198THENK=1:D=35:RETURN
2002 IFQ=194THENK=22:D=34:RETURN
2003 IFQ=200THENK=-22:D=33:RETURN
2004 IFP+K<7680ANDK=-22THENK=-1:D=36:RETURN
2005 IFP+K<7680ANDK=-1THENK=22:D=34:RETURN
2006 IFP+K<8185ANDK=22THENK=1:D=35:RETURN
2007 IFP+K<8185ANDK=1THENK=-22:D=33
2008 RETURN
3000 IFM=17ANDABS(K)=22THEN3100
3010 IFM=41ANDABS(K)=22THEN3200
3020 IFM=9ANDABS(K)=1THEN3300
3030 IFM=33ANDABS(K)=1THEN3400
3040 RETURN
3100 IFK=22THEN3150
3110 IFP<>7983ANDP<>7985ANDP<>7987THENRETURN
3120 Q=-46:GOTO3500
3150 IFP<>7880ANDP<>7882ANDP<>7884THENRETURN
3160 Q=42:GOTO3500
3200 IFK=22THEN3250
3210 IFP<>7981ANDP<>7983ANDP<>7985THENRETURN
3220 Q=-42:GOTO3500
3250 IFP<>7878ANDP<>7880ANDP<>7882THENRETURN
3260 Q=46:GOTO3500
3300 IFK=1THEN3350
3310 IFP<>7736ANDP<>7780ANDP<>7824THENRETURN
3320 Q=-46:GOTO3500
3350 IFP<>8085ANDP<>8129ANDP<>8173THENRETURN
3360 Q=-42:GOTO3500
3400 IFK=1THEN3450
3410 IFP<>7692ANDP<>7736ANDP<>7780THENRETURN
3420 Q=42:GOTO3500
3450 IFP<>8041ANDP<>8085ANDP<>8129THENRETURN
3460 Q=46
3500 POKEP,160:P=P+Q:POKEP,D:RETURN
4000 PRINT"77":PRINT"0000 YOU'VE DONE IT!!"
...
4010 FORT=1TO2000:NEXT:GOTO4
5000 FORT=15TO0STEP-.05:POKE36878,T:POKE$1,130:POKE$3,140:NEXT:POKE$1,0:POKE$3,0
5010 FORT=7680TO8185:POKEP,160:NEXT:POKE198,0
5020 PRINT"4 PLAY AGAIN?"
5030 GETA$:IFA$=""THEN5030
5040 IFA$="Y"THENCLEAR:GOTO4
6000 DATA24,189,255,165,36,189,255,189,189,255,189,36,165,255,189,24,238,68,254,
231,231
6001 DATA254,68,238,119,34,127,231,231,127,34,119

```



NOW TRY TO INCREASE YOUR SCORE



BY M. J. COATES

RUNS ON A 40 COL PET IN 8K

# BRICK DUST





Have you been feeling just like another brick in the wall? Do you want to breakout? Well, try this game for size! Its a copy of that well-known arcade game in which you bash away at a brick wall with a bouncing projectile until all the bricks are reduced to a pile of dust! But beware, thiw version has a little tweak all of its own.

After you have dislodged a brick from the wall it will fall back at you — so you'll have to keep bobbing and weaving to avoid the falling masonry.

Machine code will control the bat and this initialised by the 545 826 command and turned off by 545 854.

POKE 1000, X is the bat speed.

```

10 rem * brickdust (c) m.j.coates 1982
20 goto5000
99 rem * control *
100 sys826:fori=1to500:next
110 gosub800:gosub700:gosub600:ifk=9then6000
120 goto110
599 rem * print scores *
600 print""tab(5)stab(16)mtab(26)n:return
699 rem * move ball *
700 u=w:x=x+1+2*(x=1)
710 w=u+a(x,y,z):t=peek(w):ifw>33767then780
715 ift<then768
720 ift<>101andt<>103then740
730 z=- (z=0)-3*(z=2)-2*(z=3):goto710
740 ift=dthenr=w:q1=c:t1=c:bf=0:s=s+5:d=0:z=-2*(z=0)-3*(z=1)-(z=3):goto795
750 ift=99thenz=z+2:goto710
760 ift=bandz>1thenz=z-2:v=v+1:ifv=6thenv=0:y=y+1+2*(y=1)
765 ift=bands=s1thengosub900:s1=s1+950:goto710
767 ift=btthen710
768 ift1=208thent1=c
770 pokeu,t1:t1=t:pokew,81:return
780 pokeu,c:v=0:n=n-1:ifn=0thenk=9
790 w=33089+int(rnd(1)*37):y=0:x=0:z=3+(rnd(1)>.5):t=0:t1=c:return
795 pokeu,c:goto710
799 rem * falling bricks *
800 ifbftthenreturn
810 r=r+40:ifr>33767thenpoker-40,c:bf=1:d=250:return
815 d1=0:ifrnd(1)>.8thend1=sgn(.5-rnd(1))
820 r=r+d1:q=peek(r):ifq=160then850
825 ifq=101orq=103thenr=r-d1:d1=0:q=c
830 poker-40-d1,q1:q1=q:poker,208:ifq=81thenq1=c
840 return
849 rem * hit by brick *
850 fori=0to9:c=c+10+20*(c=42)
860 poker-1,c:poker,c:poker+1,c:poker-40,c:forj=1to10:next:next:poker-40-d1,c
870 fb=1:m=m-1:ifm=0thenk=9:return
880 return
899 rem * set up wall *
900 fori=32849to32886:pokei,d:pokei+40,d:pokei+80,d
910 pokei+120,d:pokei+160,d:next:return
4999 rem * initialisation *
5000 dima(1,1,3):fori=0to3:forj=0to1:fork=0to1:reada(k,j,i):next:next:next
5020 gosub8000:poke999,3:poke1000,3:rem bat speed
5030 b=160:c=32:h=0
5040 print"
5050 print"
5060 print"
5070 print"welcome to brickdust. this game involves";

```

```

5080 print" smashing your way through a wall but
5090 print" you have to dodge the bricks that fall
5100 print" out.":print"you control the bat by using the '4' and '6' keys.
5110 print"you have three lives and seven balls and";
5120 print" last until one or the other run out
5130 print"good luck, press space to start.
5140 wait59410,4,4:rem wait for space
5150 n=7:m=3:s=0:p=33747:s1=950:bf=1:d=250:t1=32:k=0
5160 print"score      lives      balls      high      ":print""tab(36)h
5170 fori=32887to33766step40:pokei,103:pokei-39,101:next
5180 fori=32809to32846:pokei,99:next:poke32808,79:poke32847,80
5190 gosub900:gosub790:u=w+1:goto100
5200 data-39,-39,-39,1,-41,-41,-41,-1,41,41,41,1,39,39,39,-1
5999 rem * all over *
6000 sys854:gosub600:fori=1to1e3:next
6010 print"alas poor player you have no ";
6020 ifn=0thenprint"balls";
6030 ifm=0thenprint"lives";
6040 print" left."
6050 print"however you managed to score"s
6060 print" points."
6070 ifs>hthenprint"which is the new high score !!":h=s:goto6090
6080 print"the high score is"h"still"
6090 print"do you wish to try again ? ";
6095 fori=1to10:geta$:next
6100 geta$:ifa$=""then6100
6110 ifa$="y"thenprint"yes":fori=1to1e3:next:goto5150
6120 print"no":fori=1to1e3:next:print""end
6130 goto6100
7999 rem * adjusts m/c for rom type
8000 x=peek(50003):v1=537-393*x:kb=3:kc=2:ifx=1thenkb=151:kc=0
8010 v2=int(v1/256):v3=int(v1-256*v2)
8030 fori=826to949:readx
8040 ifx=-1thenpokei,v3:pokei+1,v2:i=i+1:goto8080
8050 ifx=-2thenpokei,v3+1:pokei+1,v2:i=i+1:goto8080
8060 ifx=-3thenpokei,kb:pokei+1,kc:i=i+1:goto8080
8070 pokei,x
8080 next:return
8999 rem * data for m/c routine
9000 data160,20,140,230,3,120,173,-1,133,1,173,-2,133,2,169,99,141,-1
9010 data169,3,141,-2,88,96,120,165,1,141,-1,165,2,141,-2,88,96,206,231
9020 data3,173,231,3,201,0,240,3,76,0,0,173,232,3,141,231,3,172,230,3,173,-3
9030 data201,42,208,9,136,192,1,208,1,200,76,147,3,201,41,208,6,200,192,38
9040 data208,1,136,136,136,169,32,153,192,131,200,169,160,153,192,131,200,153
9050 data192,131,200,153,192,131,200,169,32,153,192,131,136,136,140,230,3,76
9060 data0,0

```



# AT LAST, A HOME COMPUTER THAT IMPROVES WITH AGE.



## It's surprising how many first-time relationships with a home computer go sour with age.

You buy an attractive, discounted little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plugs that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you'd looked around a bit in the beginning... "Quality costs a little more, but it's usually worth paying for." (Personal Computer News - CGL M5 Review, June '83.)

The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

First, to be easy and fun to learn and operate.

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful, versatile home computer system that won't need replacing until you're ready for a dedicated business system.

### Built to learn

The CGL M5 is designed to be easy for non-genuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to do it." (Personal Computer News, June '83.)

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites."

"The M5 makes professional graphic

effects very simple for even the beginner to achieve." (Personal Computer World, Aug. '83.)

### Built to last

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk on the top, shove matches in the back to keep the plugs in, or press the keys with several pounds force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

### Built to grow

To be truly versatile, a home computer has to understand very different things.

So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June '83.)

The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only

on big computers with equally big price tags.

The FALC cartridge provides a tailor-made language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could "turn the M5 into a small business machine." (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Notice the sockets (usually an extra) for a standard

Centronics-type printer, the separate video monitor and hi-fi sound output.

Even the language cartridge socket has hidden potential:

"Unlike most such sockets, this one has 56 internal lines connected to it giving access to just about every function in the computer. This means that just about everything you can think of can be added onto the computer, ranging from a Prestel interface to second processor to use as an intelligent terminal on a timesharing computer." (Electronics - The Maplin Magazine, March '83.)

Take a look at the home computer that will improve with age.

For a full technical specification of the CGL M5, details of the wide range of supporting software and to find out where to see a complete demonstration, send the coupon to: CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR. Telephone number: 01-508 5600.

I'd like to know more about the CGL M5. Please send me a brochure and a list of dealers.

Name \_\_\_\_\_

Address \_\_\_\_\_

**CGL M5**  
HOME COMPUTER

BUILT TO LEARN. BUILT TO LAST. BUILT TO GROW.



# SINCLAIR ZX 81 16K

## SPECTRUM 48K

### BARON

by Simon Mansfield  
Baron is a complex simulation game for up to four players. Step back in time when the country was divided into huge estates. Could you accept the responsibilities of a Baron? Farm your lands, maintain workers, hire mercenaries, wage feudal wars? Yearly analysis of success or failure of your decisions. There are unexpected events in store for you - to find out, why not play the game? Graphics.

## SINCLAIR ZX 81 16K

### SPECTRUM 48K

#### ADMIRAL GRAF SPEE

by Simon Mansfield  
An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic. As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition states: locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the tonnage during the original action. 7 levels of difficulty -

## SINCLAIR ZX 81 16K

### SPECTRUM 48K

#### DUNGEONS OF DOOM

by Simon Mansfield  
Two challenging adventure games to travel through the labyrinths, descending to the lowest dungeons where the treasures are hidden or play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels. Graphics show your position - status reports - different layout with each new game - 4 players can search different levels - 400 rooms - 600 corridors - 1000 locations to explore. Objective - to score highest points and STAY ALIVE.

## SPECTRUM 16K

### LAS VEGAS

by Neil Streeter  
A Temptation games double.  
1. FRUIT MACHINE - must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge", "hold", "gamble" facility - win or lose with true percentage payouts.  
2. BLACK JACK - break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money! Superb graphics.

## SPECTRUM 16K

### CHALLENGE

by Neil Streeter  
A Temptation games double.  
1. MASTER CODE DELUXE - all the features of the well known game, skill levels - any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.  
2. HIGHER AND LOWER - skill, hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards guessing whether the next card will be HIGHER or LOWER?

## SPECTRUM 16K

### GODZILLA AND THE MARTIANS

by Neil Streeter  
The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur Leap over deadly Martian invaders - scale ladders - jump the man traps - rescue her before the oxygen is totally absorbed. Kong type game for SUPERHUMANS.

## NEW

The 3 fastest playable 100% machine code arcade games for the VIC 20 unexp

## ARCADE

### VIC 20 unexp

#### ALIEN VORTEX

by Andrew Haisley  
It is the 23rd Century - unemployment 99.9% - due to 300% inflation, money replaced by credit discs - to relieve boredom the I.R.S.P. sets up huge gambling arcades - debts run high - inhabitants who cannot pay take part in "THE GAME". Transported to Launch Base 3 they are sealed into a Zellon Earth Defender and attacked by waves of mutant birds, specially bred on the Space Station Alien. Moneylenders bet on the length of the ill-fated player's survival, so recovering their losses. SET your body modulator to HYPERDRIVE, PRIME your firing fingers and HANG LOOSE. High scoring game.

## ARCADE

### VIC 20 unexp

#### SWARM

by Andrew Haisley  
As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle. CAN YOU SURVIVE this high scoring game?

## ARCADE

### VIC 20 unexp

#### THUNDERFLASH

by Andrew Haisley  
The year 2500 A.D. has produced a problem: space Rats are using humanoids for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE.  
You will be bombarded by zig-zagging steel arrows - if not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.  
High scoring game.

### VIC 20 16K

#### DRAGON 32K

##### MICROPOLY

by Richard Fry & Simon Lacey  
Play this version of the family board game with a competent and challenging microbanker and property tycoon. State of game and board on instant recall - or the game saved.  
Game for up to four players AND the computer.

### VIC 20 Unexp

#### COBUS MAZ

by Dave Gibson  
A series of ridiculously impossible layouts which our self-destructing Programmer has devised for VICtims! Just get from "A" to "B" without being blown up or eaten by a COBUS - simple? You are given five lives and five ZOGs to hyperspace a COBUS when you are cornered. Successful exit brings the reward of greater challenge with progressively difficult layouts and hidden complications. Keys require collecting in a correct order to open the door: devilish invisible mines and

## TI 99/4A Ext. Basic

### HOUSE OF BUGS

by Tony Frampton  
The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy! In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge - a vicious ritual followed by your paralysis and death! WATCH the Bugs go hopping mad when target scores give you the services of a Master.  
Fantastic graphics and sound.

## TI 99/4A Ext. Basic

### TANK BATTLE

by Tony Frampton  
Can you hold back a relentless army of tanks, sometimes in convoy but often slipping in under the cover of their barrage of gunfire as they try to penetrate your anti tank barriers? Manoeuvre your tank controlling its gun barrel for accurate range. WATCH your salvoes disintegrate the enemy BUT BEWARE the deadly return fire. Realistic graphics and sound. Five skill levels - strategy to desperation.

## TI 99/4A Ext. Basic

### SPECIAL MISSION

by Tony Frampton  
TOP SECRET - save the world from destruction - HOW? WHY? WHEN?  
Your mission starts in a large briefing room: there is a door to the East. You can see a blood stained envelope and a cold strong box, you are carrying nothing at all! TIME is running out: the robots have been activated - WHAT ARE YOU GOING TO DO? Only a T.I. trained special adventure agent has a chance of saving millions from annihilation.

## NEW

### DRAGON 32K

#### SEARCHWORD

by Ian A. Macey  
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```

10 REM  LADDERS AND ADDERS
20 REM  (C)1983 T. IRWIN
30 DIM YP(1)
40 DIM XP(1)
50 DIM UP(1)
60 DIM MP(1)
70 DIM FA(1)
80 DIM HELP(1)
90 CALL CHAR(58,"FF7675057576FF"
)
100 CALL CHAR(59,"FF37D2D5D737FF
")
110 CALL CHAR(60,"FF415F435F41FF
")
120 FOR I=96 TO 140
130 IF (I=103)+((I>107)*(I<112))
+(I=119)+((I>121)*(I<128))+((I>1
35)*(I<140))THEN 160
140 READ A$
150 CALL CHAR(I,A$)
160 NEXT I
170 DATA "FF","0101010101010101"
,"FF011119FD191101","FF0111397D1
11111","FF0010387C101010"
180 DATA "FF0010307E3010","FF010
10101010101","FF7F3F1F0F070301","
FFFEFCF8F0E0C080"
190 DATA "FF7F3F1F0F070301","FFF
EFCF8F0E0C080","04081122243C4080
","1F2767F9F9FEFCF8"
200 DATA "1F3F7FFFFFFEFCF8","F8F
CFEFFFFFF7F3F1F","1F1F1F3F3F786000
","F8F8F8FCFC1E0600"
210 DATA "18367250D0F1FEFC","182
42A542A3408","0018142A1408","FFF
FFFC0C0C0C0C0C0"
220 DATA "FFFFFF","FFFFFFF0303030
303","C0C0C0C0C0C0C0C0","0303030
303030303","C0C0C0C0C0FFFFFF"
230 DATA "0000000000FFFFFF","030
3030303FFFFFF","384492BA924438"
240 FOR PAT=0 TO 8 STEP 8
250 CALL CHAR(136+PAT,"18183C3C3
C181818")
260 CALL CHAR(137+PAT,"18183E581
81462")
270 CALL CHAR(138+PAT,"18187C1A1
82846")
280 CALL CHAR(139+PAT,"185A3C181
82442")
290 CALL CHAR(141+PAT,"FFFFFFFFF
FFFFF")
300 CALL CHAR(142+PAT,"185A3C181
8181818")
310 CALL CHAR(143+PAT,"422418183
C5A5A42")
320 NEXT PAT
330 CALL COLOR(3,5,16)
340 CALL COLOR(4,5,16)
350 CALL COLOR(9,5,16)

```

Illustration: Doran Crose

# LADDERS and

**Watch out for those adders — the bite is deadly! And if you don't avoid them there's no way you'll win!**

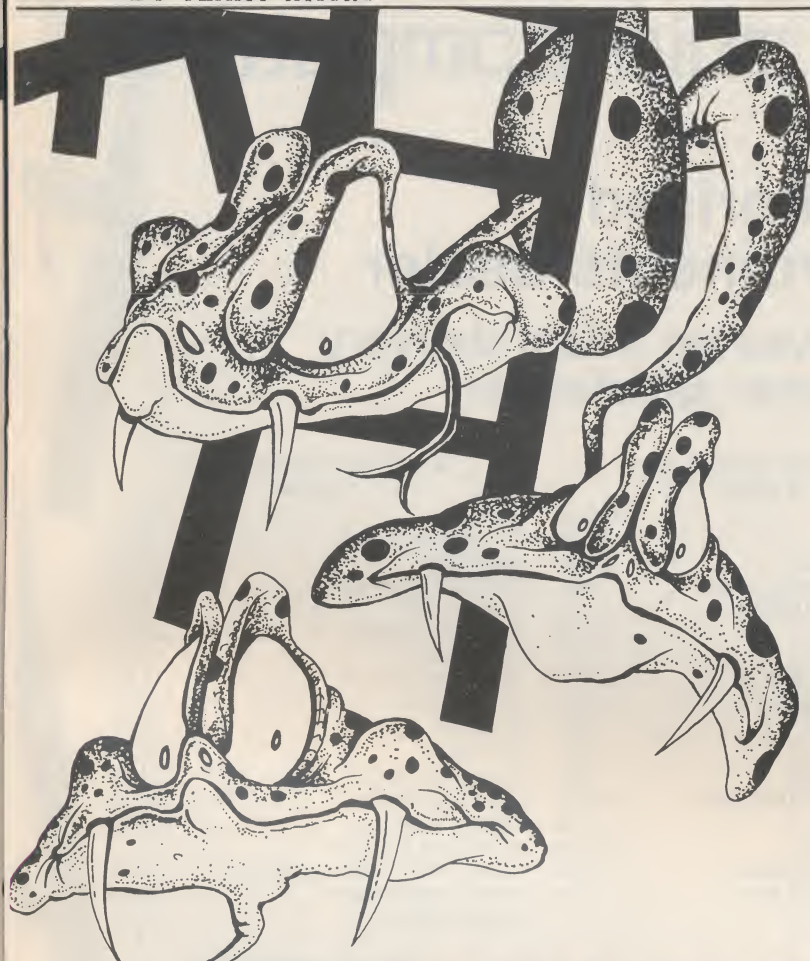
**Playing the game is quite simple. The author has built in a nice dice routine — which is not random. You can nudge the numbers along to the next one in the cycle by a light touch on the key. If you hold it down longer the roll will last longer.**

**The aim of course is to get to the finish first. To make your task easier there are ladders to climb — shortcuts to the next level. But then there are the evil adders. If you land on a square inhabited by an adder you'll receive a nasty bite. Then you have just three moves to reach a first aid post — otherwise it's all over. Full instructions are included in the program.**



RUNS ON TI99/4A IN 16K

BY TERRY IRWIN

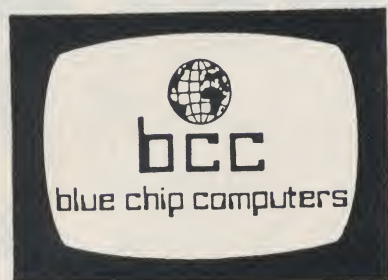


# ADDERS

```
360 CALL COLOR(10,11,16)
370 CALL COLOR(11,2,16)
380 CALL COLOR(12,8,16)
390 CALL COLOR(13,5,16)
400 CALL COLOR(14,10,16)
410 CALL COLOR(15,13,16)
420 CALL SCREEN(16)
430 REM ***PLOT BOARD***
440 CALL CLEAR
450 FOR Y=1 TO 21 STEP 2
460 CALL HCHAR(Y,3,96,30)
470 NEXT Y
480 FOR X=2 TO 32 STEP 3
490 CALL VCHAR(1,X,97,20)
500 NEXT X
510 FOR X=5 TO 29 STEP 3
520 FOR Y=3 TO 19 STEP 4
530 CALL HCHAR(Y-2,X,102)
540 CALL HCHAR(Y,X,98)
550 CALL HCHAR(Y-2,X+1,101)
```

```
560 NEXT Y
570 NEXT X
580 FOR Y=3 TO 19 STEP 4
590 CALL HCHAR(Y-2,32,102)
600 CALL HCHAR(Y,32,99)
610 NEXT Y
620 FOR Y=5 TO 17 STEP 4
630 CALL HCHAR(Y,3,100)
640 NEXT Y
650 CALL HCHAR(1,3,58)
660 CALL HCHAR(1,4,59)
670 CALL HCHAR(1,5,60)
680 REM ***PLOT LADDERS***
690 FOR X=15 TO 18
700 CALL SOUND(100,462+30*X,0)
710 CALL HCHAR(35-X,X,105)
720 NEXT X
730 FOR X=17 TO 12 STEP -1
740 CALL SOUND(100,462+30*X,0)
750 CALL HCHAR(X-3,X,104)
760 NEXT X
770 FOR X=17 TO 14 STEP -1
780 CALL SOUND(100,462+30*X,0)
790 CALL HCHAR(X-11,X,104)
800 NEXT X
810 FOR X=26 TO 23 STEP -1
820 CALL SOUND(100,462+30*X,0)
830 CALL HCHAR(X-20,X,104)
840 NEXT X
850 FOR X=21 TO 24
860 CALL SOUND(100,462+30*X,0)
870 CALL HCHAR(37-X,X,105)
880 NEXT X
890 FOR X=18 TO 21
900 CALL SOUND(100,462+30*X,0)
910 CALL HCHAR(26-X,X,105)
920 NEXT X
930 FOR X=9 TO 6 STEP -1
940 CALL SOUND(100,462+30*X,0)
950 CALL HCHAR(22-X,X,105)
960 NEXT X
970 FOR X=26 TO 29
980 CALL SOUND(100,462+30*X,0)
990 CALL HCHAR(X-15,X,104)
1000 NEXT X
1010 CALL HCHAR(20,15,107)
1020 CALL HCHAR(16,6,107)
1030 CALL HCHAR(16,21,107)
1040 CALL HCHAR(14,17,106)
1050 CALL HCHAR(14,29,106)
1060 CALL HCHAR(8,18,107)
1070 CALL HCHAR(6,17,106)
1080 CALL HCHAR(6,26,106)
1090 REM ***PLOT ADDERS***
1100 RESTORE 1160
1110 FOR X=1 TO 62
1120 CALL SOUND(130,10000,20,150
00,0,33000,0,-8,5)
1130 READ A,B,C
1140 CALL HCHAR(A,B,C)
```





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```

1150 NEXT X
1160 DATA 2,6,112,3,5,113,4,4,11
4,5,4,115,6,5,115,7,6,115,8,7,11
5,9,8,115
1170 DATA 10,8,114,11,7,114,12,6
,114,13,5,116,2,9,112,3,8,113,4,
8,115,4,9,114,4,10,115,5,11,117
1180 DATA 14,12,112,15,11,113,16
,10,114
1190 DATA 17,10,115,18,11,115,19
,11,116,6,18,112,7,17,113,8,16,1
14,9,16,115
1200 DATA 10,17,115,11,17,116,10
,21,112,11,20,113,12,19,114,13,1
9,115,14,20,115,15,20,116,2,21,1
12
1210 DATA 3,20,113,4,20,115,4,21
,114,4,22,115,5,23,117,16,26,112
,17,25,113,18,24,114,19,23,116,4
,29,112
1220 DATA 5,28,113,6,27,114,7,26
,114,8,25,114,9,25,115,10,25,114
,10,24,115,10,23,114,11,23,117
1230 DATA 12,32,112,13,31,113,14
,31,115,15,31,114,16,30,114,17,2
9,116
1240 REM ***PLOT DICE***
1250 CALL HCHAR(22,29,128)
1260 CALL HCHAR(22,30,129)
1270 CALL HCHAR(22,31,130)
1280 CALL HCHAR(23,29,131)
1290 CALL HCHAR(23,31,132)
1300 CALL HCHAR(24,29,133)
1310 CALL HCHAR(24,30,134)
1320 CALL HCHAR(24,31,135)
1330 CALL HCHAR(20,3,136)
1340 REM ***FIRST AID POST**
1350 CALL HCHAR(4,12,140)
1360 CALL HCHAR(6,8,140)
1370 CALL HCHAR(10,29,140)
1380 CALL HCHAR(12,12,140)
1390 CALL HCHAR(12,24,140)
1400 CALL HCHAR(14,26,140)
1410 CALL HCHAR(18,8,140)
1420 CALL HCHAR(18,20,140)
1430 CALL HCHAR(18,32,140)
1440 REM ***INSTRUCTIONS***
1450 RANDOMIZE
1460 FOR I=0 TO 1
1470 YP(I)=20
1480 XP(I)=3
1490 FA(I)=0
1500 HELP(I)=0
1510 NEXT I
1520 CH=0
1530 A$="*INSTRUCTIONS? (Y/N)"
1540 GOTO 4760
1550 CALL HCHAR(22,4,32,LEN(A$))
1560 FOR A=1 TO 17

```

```

1570 READ A$
1580 GOSUB 4760
1590 NEXT A
1600 DATA "LADDERS AND ADDERS","
WATCH THOSE ADDERS","THEY B*IT*
E !!!!!"
1610 DATA "THE ADDER WILL BITE I
F-","YOU STOP ON ITS SQUARE","OR
IF YOU TRY TO CROSS"
1620 DATA "WHEN ITS TONGUE IS OU
T.,"IF YOU ARE BITTEN THEN-","Y
OU HAVE 3 MOVES TO-"
1630 DATA "STOP AT A FIRST AID P
OST","OTHERWISE YOUR DEAD.,""A L
ADDER CAN BE CLIMBED","BY STOPPI
NG AT ITS BASE."
1640 DATA "PRESS & HOLD ANY KEY"
,"TO SHAKE THE DICE","---- THEN
RELEASE","MOVE BY PRESSING ANY K
EY"
1650 REM ***SET PROMPTS***
1660 CALL HCHAR(22,4,32,LEN(A$))
1670 A$="PLAYER 1"
1680 B$="PLAYER 2"
1690 C$="SHAKE"
1700 D$="MOVE"
1710 FOR I=1 TO 8
1720 CALL HCHAR(23,2+I,ASC(SEG$(
A$,I,1)))
1730 CALL HCHAR(24,2+I,ASC(SEG$(
B$,I,1)))
1740 NEXT I
1750 FOR I=1 TO 5
1760 CALL HCHAR(22,11+I,ASC(SEG$(
C$,I,1)))
1770 NEXT I
1780 FOR I=1 TO 4
1790 CALL HCHAR(22,18+I,ASC(SEG$(
D$,I,1)))
1800 NEXT I
1810 CALL COLOR(11,2,16)
1820 CALL HCHAR(23,12,141,5)
1830 CALL HCHAR(23,19,141,4)
1840 CALL HCHAR(24,12,149,5)
1850 CALL HCHAR(24,19,149,4)
1860 CALL CHAR(112,"00")
1870 REM ***START GAME***
1880 FOR PLR=0 TO 1
1890 Y=YP(PLR)
1900 X=XP(PLR)
1910 U=UP(PLR)
1920 M=MP(PLR)
1930 CALL HCHAR(23+PLR,12,32,5)
1940 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
1950 SNAKE=0
1960 REM ***SHAKE DICE***
1970 CALL KEY(0,K,S)
1980 CALL SOUND(100,110,20)

```



```

1990 CALL SOUND(50,220,20)
2000 IF S=0 THEN 1930
2010 DI=DI+1
2020 CALL SOUND(-250,500*INT(5*R
ND+1),20)
2030 IF DI>6 THEN 2040 ELSE 2120
2040 DI=1
2050 TG=TG+1
2060 TGG=TG/2
2070 TNG=INT(TGG)
2080 IF TGG<>TNG THEN 2110
2090 CALL CHAR(112,"00")
2100 GOTO 2120
2110 CALL CHAR(112,"04081122243C
4080")
2120 CALL KEY(O,K,S)
2130 IF S<>0 THEN 2010
2140 CALL HCHAR(23,30,48+DI)
2150 IF Y=2 THEN 2160 ELSE 2190
2160 IF X-3*DI<5 THEN 2170 ELSE
2190
2170 IF DI=6 THEN 1970 ELSE 2770
2180 CALL HCHAR(23,30,48+DI)
2190 CALL HCHAR(23+PLR,19,32,4)
2200 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
2210 REM ***MOVE***
2220 CALL KEY(O,K,S)
2230 CALL SOUND(100,110,20)
2240 CALL SOUND(50,220,20)
2250 IF S=0 THEN 2190
2260 FOR T=1 TO 3*DI
2270 CALL SOUND(100,-1-1*PLR,10)
2280 IF (Y=20)*(X=3)*(PLR=1)THEN
2290 ELSE 2320
2290 CALL HCHAR(20,3,145)
2300 CALL HCHAR(20,3,32)
2310 GOTO 2380
2320 IF (Y=20)*(X=3)*(PLR=0)THEN
2330 ELSE 2360
2330 CALL HCHAR(20,3,137)
2340 CALL HCHAR(20,3,144)
2350 GOTO 2380
2360 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2550
2370 CALL HCHAR(Y,X,U)
2380 X=X+1
2390 TGE=2
2400 IF X<31 THEN 2420
2410 TGE=0
2420 IF X=33 THEN 2430 ELSE 2460
2430 X=X-1
2440 Y=Y-2
2450 M=1
2460 CALL GCHAR(Y,X,U)
2470 IF (T=3*DI)*((U=106)+(U=107
))THEN 4050
2480 CALL HCHAR(Y,X,137+M+8*PLR)
2490 CALL HCHAR(Y,X,136+8*PLR)

```

```

2500 IF TGG=TNG THEN 2540
2510 CALL GCHAR(Y,X+TGE,TE)
2520 IF TE=112 THEN 2530 ELSE 25
40
2530 T=3*DI
2540 GOTO 2630
2550 CALL HCHAR(Y,X,U)
2560 X=X-1
2570 TGE=-2
2580 IF X=2 THEN 2590 ELSE 2460
2590 X=X+1
2600 Y=Y-2
2610 M=0
2620 GOTO 2460
2630 IF T=3*DI THEN 2640 ELSE 27
60
2640 IF FA(PLR)=1 THEN 2650 ELSE
2690
2650 HELP(PLR)=HELP(PLR)+1
2660 IF (HELP(PLR)<4)*(U=140)THE
N 2680
2670 IF HELP(PLR)=3 THEN 4910 EL
SE 2690
2680 GOSUB 5020
2690 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2700 ELSE 2730
2700 CALL GCHAR(Y,X-2,ST)
2710 M=1
2720 IF ST=112 THEN 2950 ELSE 27
60
2730 CALL GCHAR(Y,X+2,ST)
2740 M=0
2750 GOTO 2720
2760 NEXT T
2770 YP(PLR)=Y
2780 XP(PLR)=X
2790 IF (DI=6)*(SNAKE=0)THEN 288
0
2800 IF PLR=0 THEN 2810 ELSE 285
0
2810 IF U=144 THEN 2820 ELSE 288
0
2820 U=UP(1)
2830 UP(1)=136
2840 GOTO 2880
2850 IF U=136 THEN 2860 ELSE 288
0
2860 U=UP(0)
2870 UP(0)=144
2880 UP(PLR)=U
2890 MP(PLR)=M
2900 IF (DI=6)*(SNAKE=0)THEN 189
0
2910 IF (Y=2)*(X=5)THEN 4290
2920 NEXT PLR
2930 GOTO 1880
2940 REM ***STOP ON ADDER***
2950 N=0

```



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